



- ☐ Tentative Specification
- ☐ Preliminary Specification
- ☒ Approval Specification

MODEL NO.: V546H1

SUFFIX: LH3

Customer:

APPROVED BY

SIGNATURE

Name / Title

Note

Please return 1 copy for your confirmation with your signature and comments.

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**CONTENTS -**

REVISION HISTORY	4
1. GENERAL DESCRIPTION	5
1.1 OVERVIEW	5
1.2 FEATURES	5
1.3 APPLICATION	5
1.4 GENERAL SPECIFICATIONS	5
1.5 MECHANICAL SPECIFICATIONS	5
2. ABSOLUTE MAXIMUM RATINGS	6
2.1 ABSOLUTE RATINGS OF ENVIRONMENT	6
2.2 ELECTRICAL ABSOLUTE RATINGS	7
3. ELECTRICAL CHARACTERISTICS	8
3.1 TFT LCD MODULE	8
3.2 BACKLIGHT UNIT	11
4.1 TFT LCD MODULE	15
5 .INPUT TERMINAL PIN ASSIGNMENT	16
5.1 TFT LCD Module	16
5.2 BACKLIGHT UNIT	20
5.3 INVERTER UNIT	20
5.4 BLOCK DIAGRAM OF INTERFACE	22
5.5 LVDS INTERFACE	23
5.6 COLOR DATA INPUT ASSIGNMENT	24
6.1 INPUT SIGNAL TIMING SPECIFICATIONS	25
6.2 POWER ON/OFF SEQUENCE	27
7.1 TEST CONDITIONS	29
7.2 OPTICAL SPECIFICATIONS	29
8. DEFINITION OF LABELS	33
8.1 CMI MODULE LABEL	33
9. PACKING	34
9.1 PACKING SPECIFICATIONS TYPE I	34
9.2 PACKING METHOD TYPE I	34



9.3 PACKING SPECIFICATIONS TYPE II.....	35
9.4 PACKING METHOD TYPE II	35
10.1 ASSEMBLY AND HANDLING PRECAUTIONS	37
10.2 SAFETY PRECAUTIONS	37
10.3 SAFETY STANDARDS	37
11. MECHANICAL CHARACTERISTIC.....	38
A.1 PIN ASSIGNMENT.....	40
A.2 I2C BUS APPLICATION NOTE.....	40
A.3 TWO WIRE BUS DEVICE ADDRESS.....	40
A.4 TWO WAY TO CONTROL THE TWO WIRE BUS	42
A.5 TWO WIRE BUS COMMAND TABLE	43
A.6 TWO WIRE BUS REQUIREMENT	46
A.6 TWO WIRE BUS REQUIREMENT	47
A.7 THE TWO WIRE BUS SEQUENCE.....	47
A.7 THE TWO WIRE BUS SEQUENCE.....	48

**REVISION HISTORY**

Version	Date	Page (New)	Section	Description

1. GENERAL DESCRIPTION

1.1 OVERVIEW

V546H1-LH3 is a 54.6" TFT Liquid Crystal Display module with 22-CCFL Backlight unit and 2ch-LVDS interface. This module supports 1920 x 1080 HDTV format and can display true 1.073G colors (8-bit+Hi-FRC/color). The inverter module for backlight is built-in.

1.2 FEATURES

- High brightness (500nits)
- High contrast ratio (4000:1)
- Fast response time (Gray to Gray typical 4.5ms)
- High color saturation (72% NTSC)
- Full HDTV (1920 x 1080 pixels) resolution, true HDTV format
- DE (Data Enable) only mode
- LVDS (Low Voltage Differential Signaling) interface
- Optimized response time for 120 Hz frame rate
- Ultra wide viewing angle: Super MVA technology

1.3 APPLICATION

- Standard Living Room TVs.
- Public Display Application.
- Home Theater Application.
- MFM Application.

1.4 GENERAL SPECIFICATIONS

Item	Specification	Unit	Note
Active Area	1209.6(H) x 680.4(V) (54.6" diagonal)	mm	(1)
Bezel Opening Area	1217.6 (H) x 688.4 (V)	mm	
Driver Element	a-si TFT active matrix	-	-
Pixel Number	1920x R.G.B. x 1080	pixel	-
Pixel Pitch(Sub Pixel)	0.21(H) x 0.63(V)	mm	-
Pixel Arrangement	RGB vertical stripe	-	-
Display Colors	1.073G (8-bit+Hi-FRC/color)	color	-
Display Operation Mode	Transmissive mode / Normally black	-	-
Surface Treatment	Glare (Super Clear) Hardness (3H)	-	(2)

Note (1) Please refer to the attached drawings in chapter 9 for more information about the front and back outlines.

Note (2) The spec of the surface treatment is temporarily for this phase. CMI reserves the rights to change this feature.

1.5 MECHANICAL SPECIFICATIONS

Item		Min.	Typ.	Max.	Unit	Note
Module Size	Horizontal (H)	1266.1	1267.6	1269.1	mm	(1), (2)
	Vertical (V)	737.2	738.4	739.6	mm	
	Depth (D)	38.5	40	41.5	mm	
Weight		-	20500	-	g	-

Note (1) Please refer to the attached drawings for more information of front and back outline dimensions.

Note (2) Module Depth does not include connectors.

**2. ABSOLUTE MAXIMUM RATINGS****2.1 ABSOLUTE RATINGS OF ENVIRONMENT**

Item	Symbol	Value		Unit	Note
		Min.	Max.		
Storage Temperature	T _{ST}	-20	+60	°C	(1)
Operating Ambient Temperature	T _{OP}	0	50	°C	(1), (2)
Shock (Non-Operating)	S _{NOP}	±X, ±Y ±Z	30	G	(3), (5)
			30		
Vibration (Non-Operating)	V _{NOP}	-	1.0	G	(4), (5)

Note (1) Temperature and relative humidity range is shown in the figure below.

(a) 90 %RH Max. ($T_a \leq 40$ °C).

(b) Wet-bulb temperature should be 39 °C Max. ($T_a > 40$ °C).

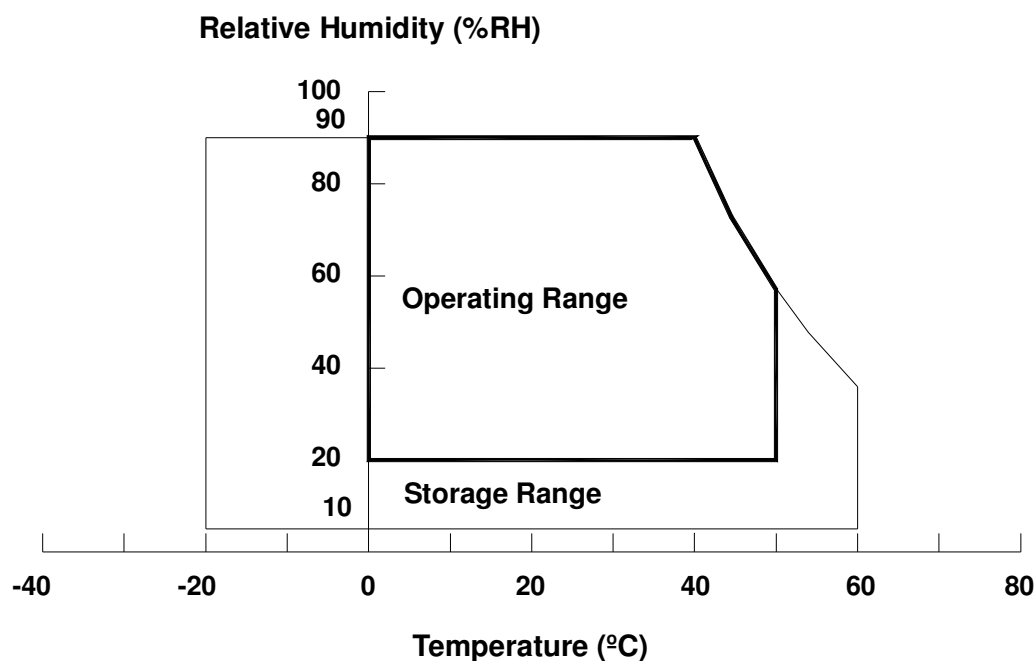
(c) No condensation.

Note (2) The maximum operating temperature is based on the test condition that the surface temperature of display area is less than or equal to 65 °C with LCD module alone in a temperature controlled chamber. Thermal management should be considered in final product design to prevent the surface temperature of display area from being over 65 °C. The range of operating temperature may degrade in case of improper thermal management in final product design.

Note (3) 11 ms, half sine wave, 1 time for $\pm X$, $\pm Y$, $\pm Z$.

Note (4) 10 ~ 200 Hz, 10 min, 1 time each X, Y, Z.

Note (5) At testing Vibration and Shock, the fixture in holding the module has to be hard and rigid enough so that the module would not be twisted or bent by the fixture.



**2.2 ELECTRICAL ABSOLUTE RATINGS****2.2.1 TFT LCD MODULE**

Item	Symbol	Value		Unit	Note
		Min.	Max.		
Power Supply Voltage	V_{CC}	-0.3	13.5	V	(1)
Logic Input Voltage	V_{IN}	-0.3	3.6	V	

2.2.2 BACKLIGHT INVERTER UNIT

Item	Symbol	Value		Unit	Note
		Min.	Max.		
Lamp Voltage	V_W	—	3000	V_{RMS}	

Note (1) Permanent damage to the device may occur if maximum values are exceeded. Function operation should be restricted to the conditions described under Normal Operating Conditions.

3. ELECTRICAL CHARACTERISTICS

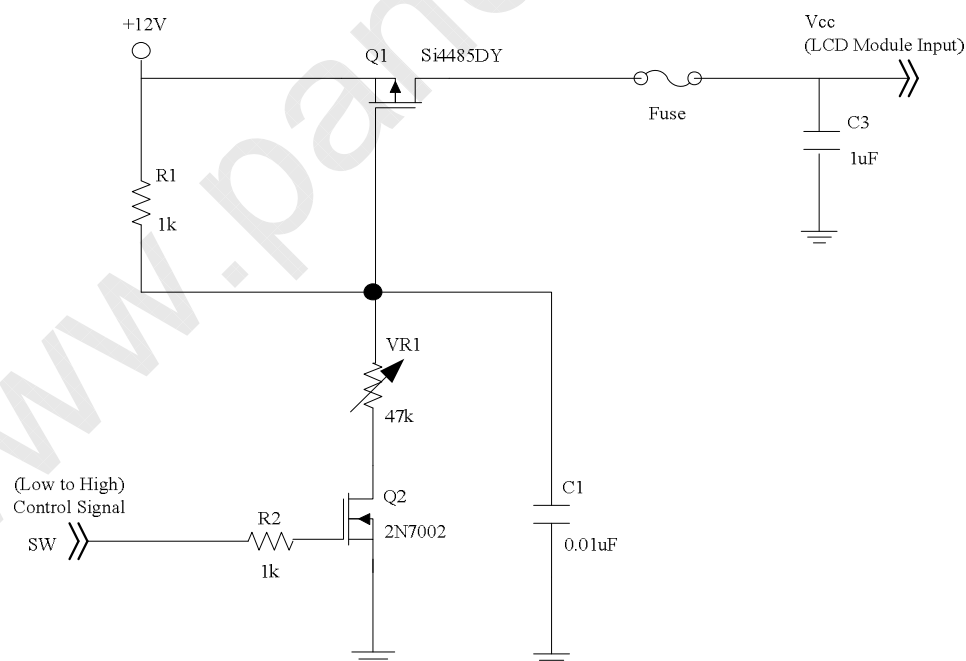
3.1 TFT LCD MODULE

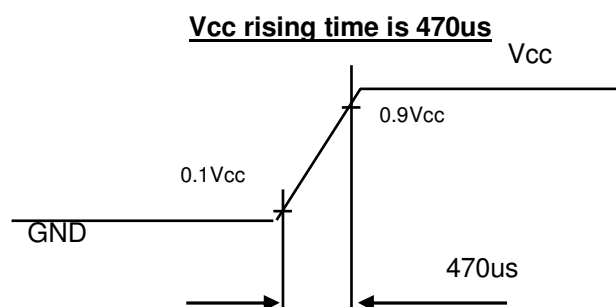
(Ta = 25 ± 2 °C)

Parameter		Symbol	Value			Unit	Note
			Min.	Typ.	Max.		
Power Supply Voltage		V _{CC}	10.8	12	13.2	V	(1)
Rush Current		I _{RUSH}	-	-	4.76	A	(2)
Power Supply Current	White Pattern	-	-	0.9	-	A	(3)
	Horizontal Stripe	-	-	1.85	2.02	A	
	Black Pattern	-	-	0.86	-	A	
LVDS interface	Differential Input High Threshold Voltage	V _{LVT_H}	+100	-	-	mV	(4)
	Differential Input Low Threshold Voltage	V _{LVT_L}	-	-	-100	mV	
	Common Input Voltage	V _{CM}	1.0	1.2	1.4	V	
	Differential input voltage (Single-end)	V _{ID}	200	-	600	mV	
	Terminating Resistor	R _T	-	100	-	ohm	
CMOS interface	Input High Threshold Voltage	V _{I_H}	2.7	-	3.3	V	
	Input Low Threshold Voltage	V _{I_L}	0	-	0.7	V	

Note (1) The module should be always operated within the above ranges.

Note (2) Measurement condition:





Note (3) The specified power supply current is under the conditions at $V_{CC} = 12\text{ V}$, $T_a = 25 \pm 2\text{ }^{\circ}\text{C}$, $f_v = 120\text{ Hz}$, whereas a power dissipation check pattern below is displayed.

a. White Pattern



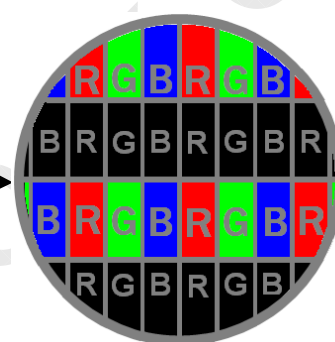
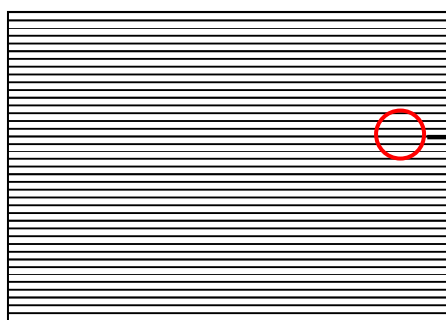
Active Area

b. Black Pattern

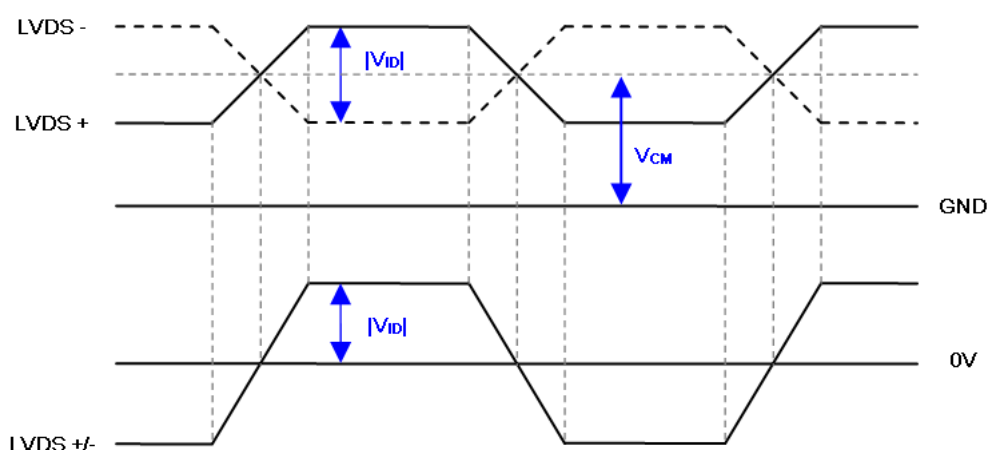


Active Area

c. Horizontal Pattern



Note (4) The LVDS input characteristics are as follows:



3.2 BACKLIGHT UNIT

3.2.1 CCFL (Cold Cathode Fluorescent Lamp) CHARACTERISTICS (Ta = 25 ± 2 °C)

Parameter	Symbol	Value			Unit	Note
		Min.	Typ.	Max.		
Lamp Input Voltage	V _L	-	1440	-	V _{RMS}	-
Lamp Current	I _L	4.5	5.0	5.5	mA _{RMS}	(1)
Lamp Turn On Voltage	V _S	-	-	3155	V _{RMS}	(2), Ta = 0 °C
		-	-	2425	V _{RMS}	(2), Ta = 25 °C
Operating Frequency	F _L	30	55	80	KHz	(3)
Lamp Life Time	L _{BL}	50,000	-	-	Hrs	(4)

3.2.2 INVERTER CHARACTERISTICS (Ta = 25 ± 2 °C)

Parameter	Symbol	Value			Unit	Note
		Min.	Typ.	Max.		
Total Power Consumption	P ₂₅₅	-	160	175	W	(5) ,(6) I _L =5.0mA
Power Supply Voltage	V _{BL}	22.8	24	25.2	V _{DC}	
Supply Voltage Difference	V _D	-	-	1	V _{DC}	(7)
Power Supply Current	I _{BL}	-	6.67	7.3	A	Non Dimming
Input Ripple Noise	-	-	-	912	mV _{P-P}	V _{BL} =22.8V
Oscillating Frequency	F _W	52	55	58	kHz	(3)
Dimming frequency	F _B	150	160	170	Hz	
Minimum Duty Ratio	D _{MIN}	-	20	-	%	

Note (1) Lamp current is measured by utilizing AC current probe and its value is average by measuring master and slave board.

Note (2) The lamp starting voltage V_S should be applied to the lamp for more than 1 second after startup. Otherwise the lamp may not be turned on.

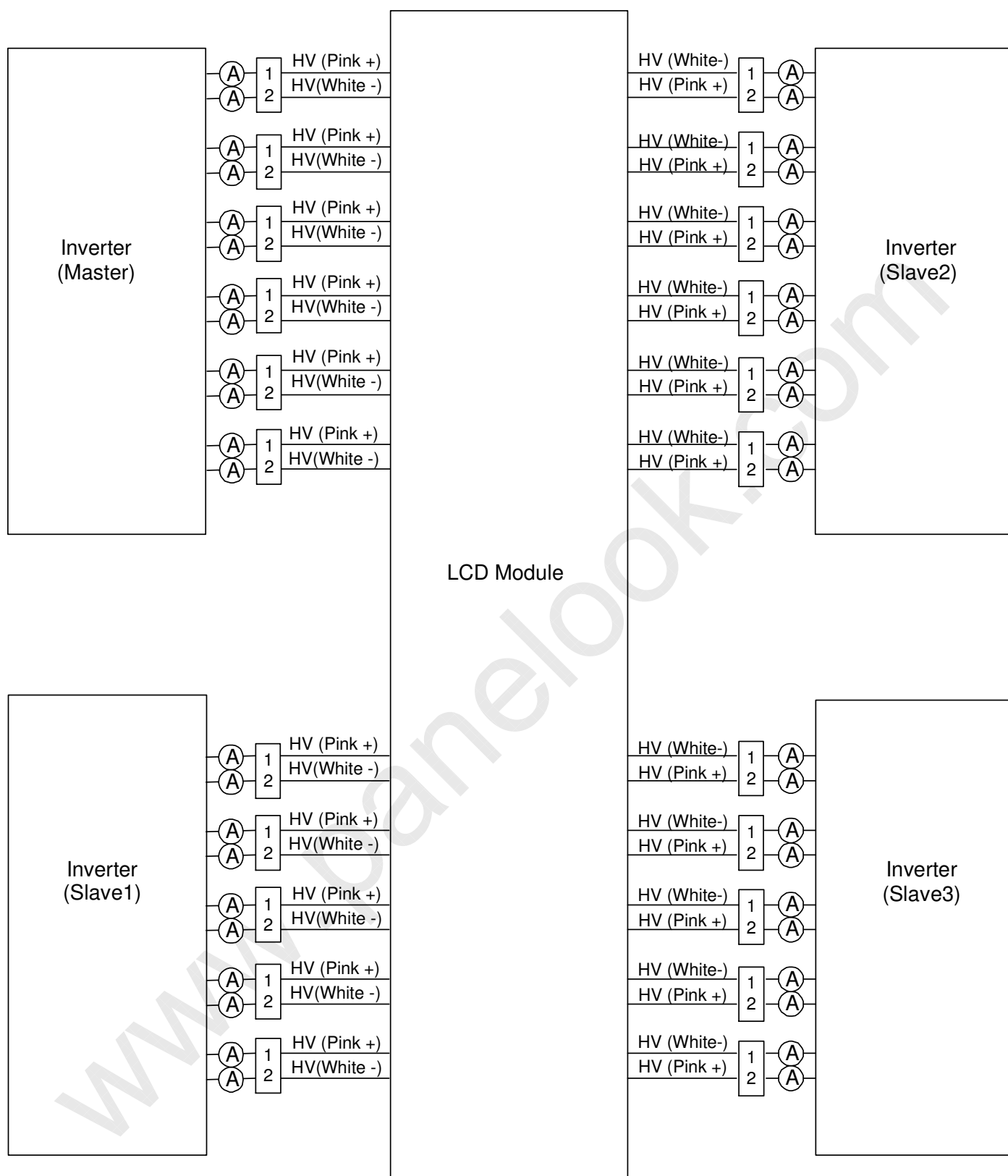
Note (3) The lamp frequency may produce interference with horizontal synchronous frequency of the display input signals, and it may result in line flow on the display. In order to avoid interference, the lamp frequency should be detached from the horizontal synchronous frequency and its harmonics as far as possible.

Note (4) The life time of a lamp is defined as when the brightness is larger than 50% of its original value and the effective discharge length is longer than 80% of its original length (Effective discharge length is defined as an area that has equal to or more than 70% brightness compared to the brightness at the center point of lamp.) as the time in which it continues to operate under the condition at Ta = 25 ±2°C and I_L = 4.5~ 5.5mA_{RMS}.

Note (5) The power supply capacity should be higher than the total inverter power consumption P_{BL}. Since the pulse width modulation (PWM) mode was applied for backlight dimming, the driving current changed as PWM duty on and off. The transient response of power supply should be considered for the changing loading when inverter dimming.

Note (6) The measurement condition of Max. value is based on 54.6" backlight unit under input voltage 24V, average lamp current 5.3mA and lighting 30 minutes later.

Note (7) The voltage difference of power supply voltage (V_{BL}) between Master and Slave board could not over 1V.



3.2.3 INVERTER INTERFACE CHARACTERISTICS

Parameter		Symbol	Test Condition	Value			Unit	Note
				Min.	Typ.	Max.		
On/Off Control Voltage	ON	V _{BLON}	—	2.0	—	5.0	V	
	OFF		—	0	—	0.8	V	
Internal PWM Control Voltage	MAX	V _{IPWM}	—	3.15	—	5.0	V	Maximum duty ratio
	MIN			—	0	—	V	Minimum duty ratio
External PWM Control Voltage	HI	V _{EPWM}	—	2.0	—	5.0	V	Duty on
	LO			0	—	0.8	V	Duty off
Status Signal	HI	Status	—	3.0	3.3	3.6	V	Normal
	LO			0	—	0.8	V	Abnormal
VBL Rising Time		Tr1	—	30	—	—	ms	10%-90%V _{BL}
VBL Falling Time		Tf1	—	30	—	—	ms	
Control Signal Rising Time		Tr	—	—	—	100	ms	
Control Signal Falling Time		Tf	—	—	—	100	ms	
PWM Signal Rising Time		T _{PWMR}	—	—	—	50	us	
PWM Signal Falling Time		T _{PWMF}	—	—	—	50	us	
Input impedance		R _{IN}	—	1	—	—	MΩ	
PWM Delay Time		T _{PWM}	—	100	—	—	ms	
BLON Delay Time		T _{on}	—	300	—	—	ms	
		T _{on1}	—	300	—	—	ms	
BLON Off Time		T _{off}	—	300	—	—	ms	

Note (1) The Dimming signal should be valid before backlight turns on by BLON signal. It is inhibited to change the internal/external PWM signal during backlight turn on period.

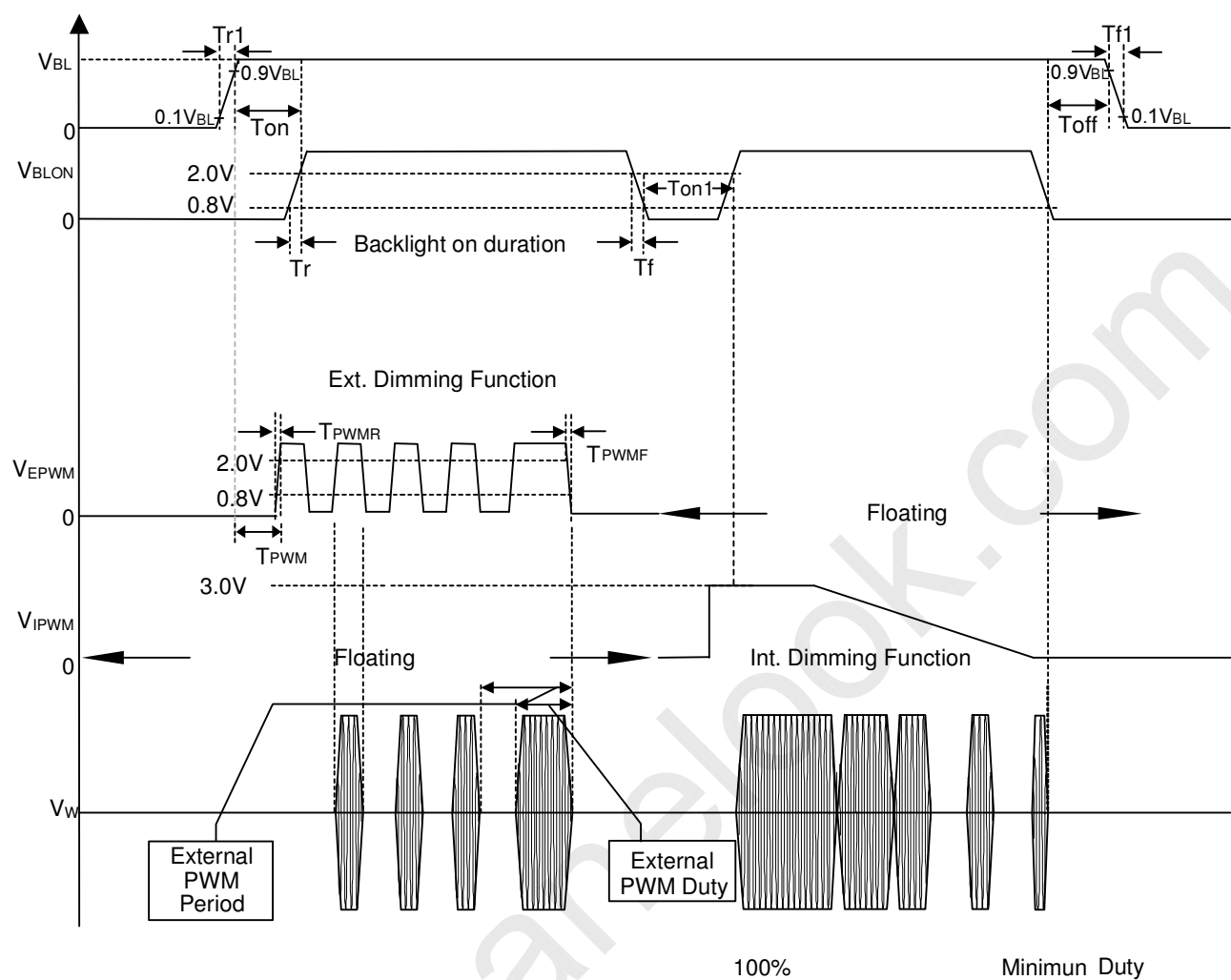
Note (2) The power sequence and control signal timing are shown in the following figure. For a certain reason, the inverter has a possibility to be damaged with wrong power sequence and control signal timing.

Note (3) While system is turned ON or OFF, the power sequences must follow as below descriptions:

Turn ON sequence: VBL → PWM signal → BLON

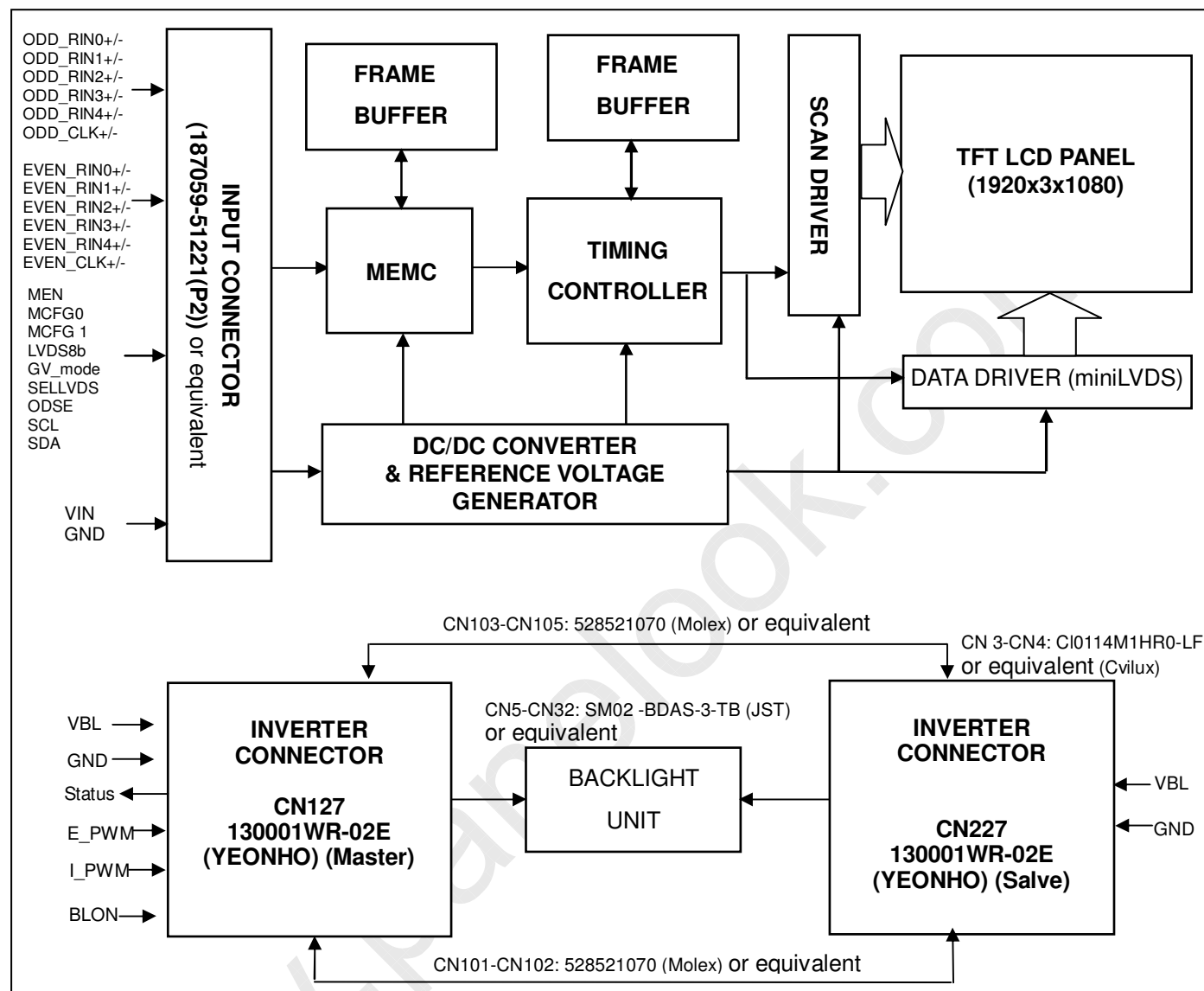
Turn OFF sequence: BLOFF → PWM signal → VBL

Note (4) In order to avoid the abnormal phenomenon at dimming condition, skipped range of VIPWM 2.85~3.15V is suggested.



4. BLOCK DIAGRAM OF INTERFACE

4.1 TFT LCD MODULE





5 .INPUT TERMINAL PIN ASSIGNMENT

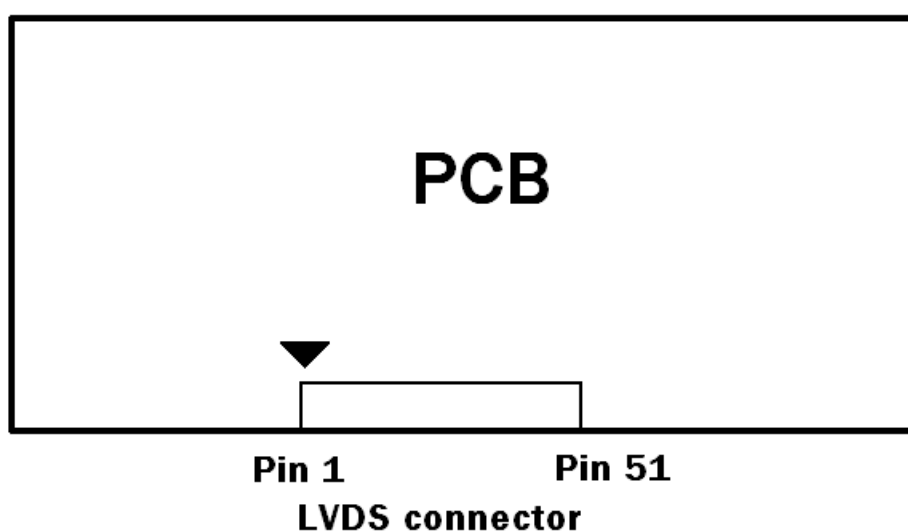
5.1 TFT LCD Module

CNF1 Connector Part No.: P2 (禾昌) 187059-51221 or equivalent.

Pin	Name	Description	Note
1	RPF	Rotation Panel Function (default low)	8
2	MEN	MEMC function selection	5
3	MCFG0	MEMC function selection	5
4	MCFG1	MEMC function selection	5
5	LVDS8b	8bit/10bit LVDS input selection	6
6	GV_mode	Graphic / Video mode selection	7
7	SELLVDS	LVDS data format Selection	3
8	SCL	I2C CLK Signal	
9	SDA.	I2C Data Signal	
10	ODSEL	Overdrive Lookup Table Selection	4
11	GND	Ground	
12	ERX0-	2nd pixel Negative LVDS differential data input. Channel 0	
13	ERX0+	2nd pixel Positive LVDS differential data input. Channel 0	
14	ERX1-	2nd pixel Negative LVDS differential data input. Channel 1	
15	ERX1+	2nd pixel Positive LVDS differential data input. Channel 1	
16	ERX2-	2nd pixel Negative LVDS differential data input. Channel 2	
17	ERX2+	2nd pixel Positive LVDS differential data input. Channel 2	
18	GND	Ground	
19	ECLK-	2nd pixel Negative LVDS differential clock input.	
20	ECLK+	2nd pixel Positive LVDS differential clock input.	
21	GND	Ground	
22	ERX3-	2nd pixel Negative LVDS differential data input. Channel 3	
23	ERX3+	2nd pixel Positive LVDS differential data input. Channel 3	
24	ERX4-	2nd pixel Negative LVDS differential data input. Channel 4	
25	ERX4+	2nd pixel Positive LVDS differential data input. Channel 4	
26	N.C.	No Connection	2
27	N.C.	No Connection	2
28	ORX0-	1st pixel Negative LVDS differential data input. Channel 0	
29	ORX0+	1st pixel Positive LVDS differential data input. Channel 0	
30	ORX1-	1st pixel Negative LVDS differential data input. Channel 1	
31	ORX1+	1st pixel Positive LVDS differential data input. Channel 1	
32	ORX2-	1st pixel Negative LVDS differential data input. Channel 2	
33	ORX2+	1st pixel Positive LVDS differential data input. Channel 2	
34	GND	Ground	
35	OCLK-	1st pixel Negative LVDS differential clock input.	
36	OCLK+	1st pixel Positive LVDS differential clock input.	
37	GND	Ground	
38	ORX3-	1st pixel Negative LVDS differential data input. Channel 3	
39	ORX3+	1st pixel Positive LVDS differential data input. Channel 3	
40	ORX4-	1st pixel Negative LVDS differential data input. Channel 4	
41	ORX4+	1st pixel Positive LVDS differential data input. Channel 4	

42	N.C.	No Connection	2
43	N.C.	No Connection	2
44	GND	Ground	
45	GND	Ground	
46	GND	Ground	
47	N.C.	No Connection	2
48	VCC	+12V power supply	
49	VCC	+12V power supply	
50	VCC	+12V power supply	
51	VCC	+12V power supply	

Note (1) LVDS connector pin order defined as follows



Note (2) Reserved for internal use. Please leave it open

Note (3)

SELLVDS	Mode
L(default)	VESA
H	JEIDA

L: Connect to GND, H: Connect to +3.3V

Note (4) Overdrive lookup table selection. The overdrive lookup table should be selected in accordance with the frame rate to optimize image quality.

ODSEL	Description
L(default)	Lookup table was optimized for 60 Hz frame rate input.
H	Lookup table was optimized for 50 Hz frame rate input.

L: Connect to GND, H: Connect to +3.3V

Note (5) Motion Engine (ME) Level & Demo Function Table

Motion engine level must be adjusted after video mode is selected (or entered).

Adjusting the motion engine level in graphic mode has no effect

		MEN	MCFG1	MCFG0	Notes		
Blanking	Blanking disable	0	0	0	(a)		
	Auto blanking	0	0	1	(b)		
	Blanking enable	0	1	0	(c)		
Effect of ME →				De blur	De judder	Halo	
Demo mode (d)		0	1	1	Demo Window		
ME Level	Strong	1	0	0	Enable	Strong	Strong
	Medium(Default)	1	0	1	Enable	Normal	Normal
	Weak	1	1	0	Enable	Weak	×
	OFF	1	1	1	×	×	×
		(e) (f) (g)					

(a) Module re-starts processing video signals from Frontend scaler control board.

(b) During sync unstable period such as format change, 60Hz <-> 50Hz .

MCFG0 can be used to insert blanking of 500ms. This signal is toggled.

(c) Module continues to insert blanking until blanking disable signal is received from frontend scaler board.

(d) Demo window mode: Demo Window appears to the left half of display area. Left side with frame is 120Hz with MEMC, and right side is 120Hz w/o motion compensation.

(e) GPIO (General Purpose I/O) sequence of ME Level: (1) MEN; (2) MCFG1; (3) MCFG0.

GPIO sequence of Blanking Enable, Blanking Disable and Demo window: (1) MCFG1; (2) MCFG0; (3) MEN.

(f) Each scaler command must be maintained the same voltage level at least 100ms.

(g) 0 : Connect to GND, 1 : +3.3V

Note (6) 8bit/10bit LVDS input selection

LVDS8b	Bit depth
H(default)	8bit
L	10bit

L : Connect to GND, H : Connect to +3.3V

Note (7) Graphic / Video mode selection

There is no prohibited time period for switching between Graphic mode and Video mode.

When this switching signal is input, LCD will be reset and will re-start selected mode.

GV_mode	Mode select	MEMC ON/OFF
----------------	--------------------	--------------------

H(default)	Graphic mode	MEMC OFF
L	Video mode	MEMC ON

L : Connect to GND, H : Connect to +3.3V

Note (8)

Rotation	Mode
L(default)	Normal Display
H	Rotation Display

L: Connect to GND, H: Connect to +3.3V

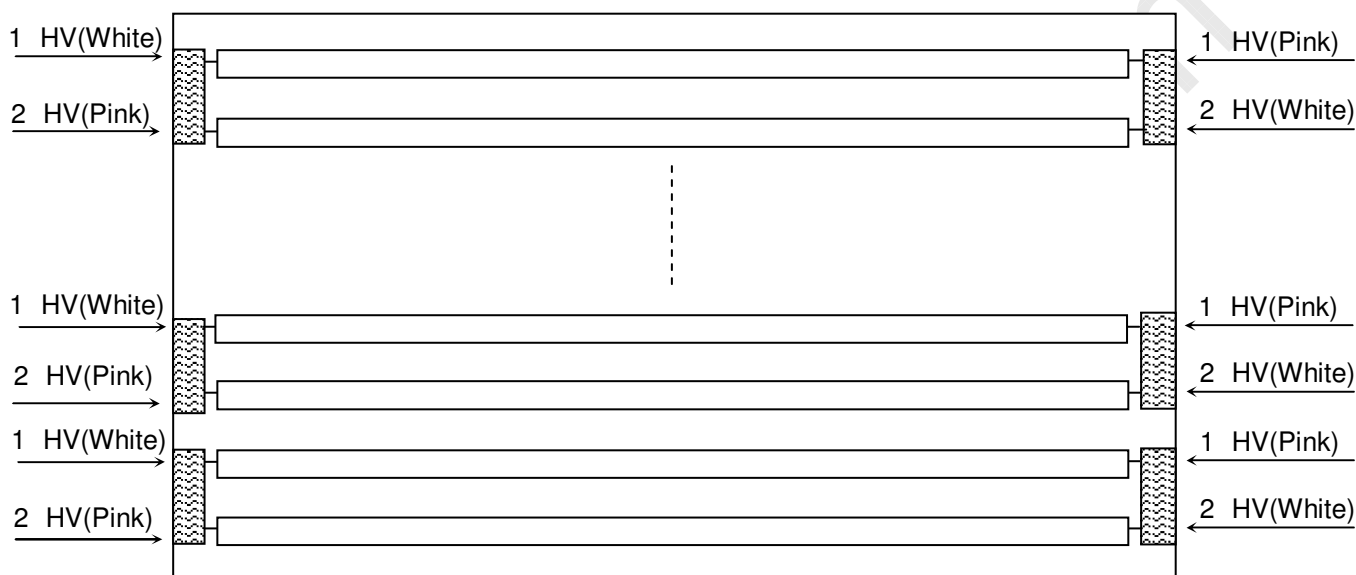
5.2 BACKLIGHT UNIT

The pin configuration for the housing and the leader wire is shown in the table below.

CN101-CN108: CP042ESFA00 (Cvilux)

Pin	Name	Description	Wire Color
1	HV	High Voltage	Pink
2	HV	High Voltage	White

Note (1) The backlight interface housing for high voltage side is a model CP042ESFA00, manufactured by Cvilux. The mating header on inverter part number is CP042EP1MFB-LF (Cvilux)

**5.3 INVERTER UNIT**

CN1: CI0114M1HR0-LF (Cvilux)

Pin №	Symbol	Feature
1	VBL	+24V
2		
3		
4		
5		
6	GND	GND
7		
8		
9		
10		
11	Status (Signal Output Pin)	Normal (3.3V) Abnormal (GND)
12	E_PWM	External PWM Control Signal

13	I_PWM	Internal PWM Control Signal
14	BLON	BL ON/OFF

Note (1) PIN 12:External PWM Control (Use Pin 12): Pin 13 must open.

Note (2) PIN 13:Internal PWM Control (Use Pin 13): Pin 12 must open.

Note (3) Pin 12(E_PWM) and Pin 13(I_PWM) can't open in same period.

CN2-CN4: CI0112M1HR0-LF (Cvilux)

Pin №	Symbol	Feature
1	VBL	+24V
2		
3		
4		
5		
6	GND	GND
7		
8		
9		
10		
11	NC	NC
12	NC	NC

CN5-CN32: SM02 -BDAS-3-TB (JST)

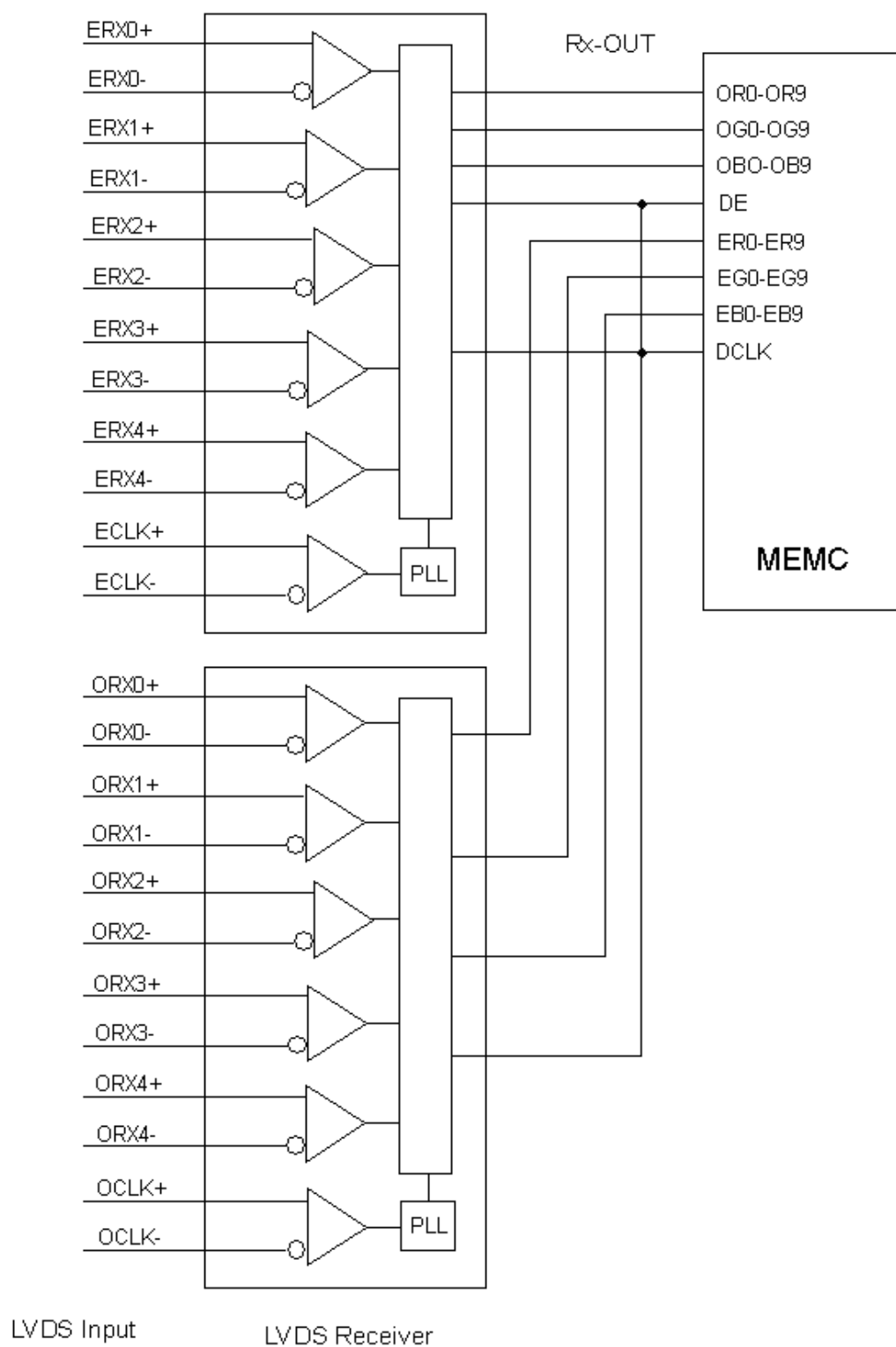
Pin No.	Symbol	Description
1	CCFL	CCFL high voltage
2	CCFL	CCFL high voltage

CN103-CN105: 528521070 (Molex)

Pin No.	Symbol	Description
1	Control Signal	Board to Board
2		Board to Board
3		Board to Board
4		Board to Board
5		Board to Board
6		Board to Board
7		Board to Board
8		Board to Board
9		Board to Board
10		Board to Board

Note (1) Floating of any control signal is not allowed.

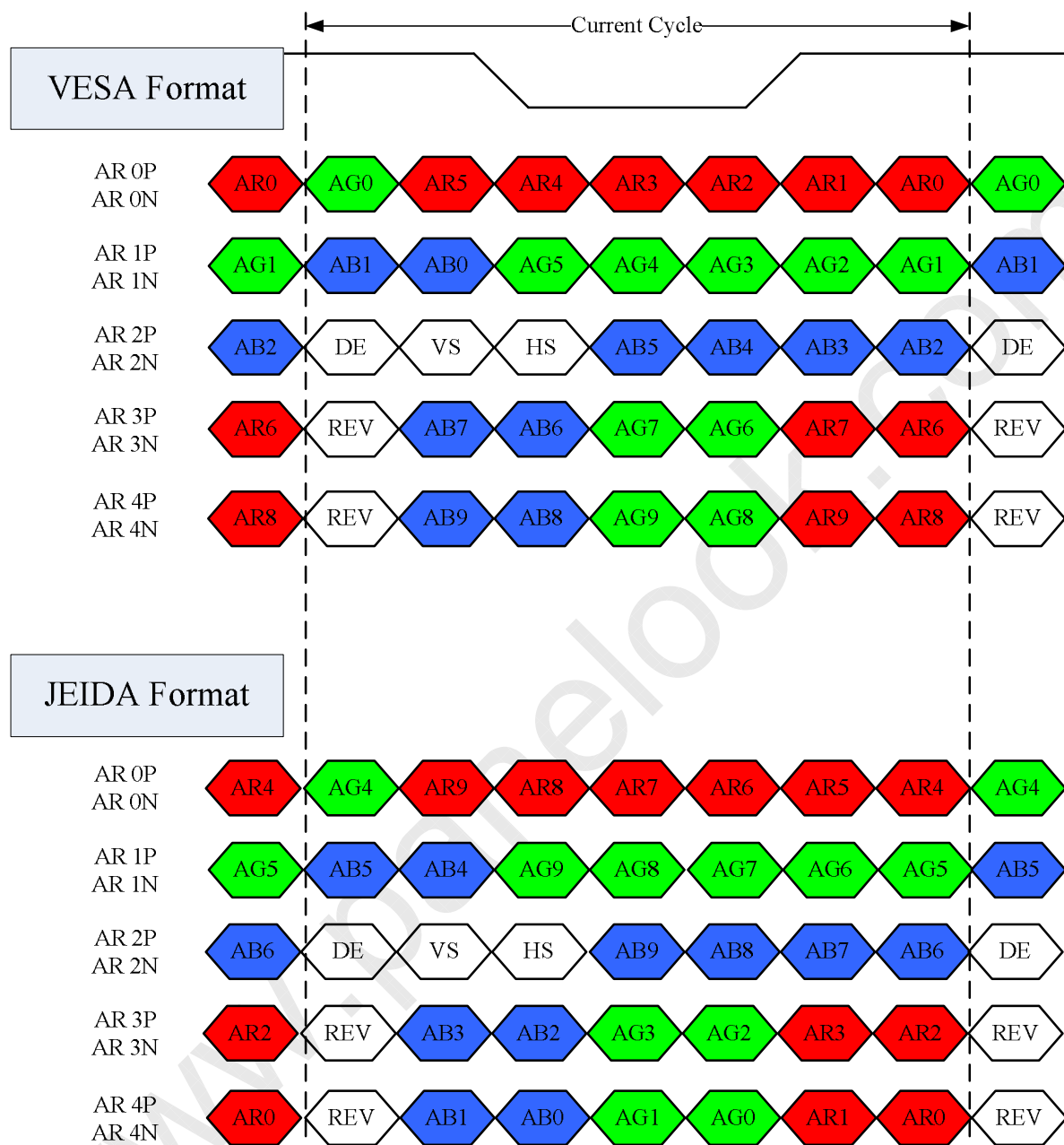
5.4 BLOCK DIAGRAM OF INTERFACE



5.5 LVDS INTERFACE

VESA Format : SELLVDS = L or Open

JEIDA Format : SELLVDS = H



AR0~AR9: First Pixel R Data (9; MSB, 0; LSB)

AG0~AG9: First Pixel G Data (9; MSB, 0; LSB)

AB0~AB9: First Pixel B Data (9; MSB, 0; LSB)

DE : Data enable signal

DCLK : Data clock signal

RSVD : Reserved

5.6 COLOR DATA INPUT ASSIGNMENT

The brightness of each primary color (red, green and blue) is based on the 10-bit gray scale data input for the color. The higher the binary input, the brighter the color. The table below provides the assignment of color versus data input.

Color		Data Signal																									
		Red										Green										Blue					
		R9	R8	R7	R6	R5	R4	R3	R2	R1	R0	G9	G8	G7	G6	G5	G4	G3	G2	G1	G0	B9	B8	B7	B6	B5	B4
Basic Colors	Black	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Red	1	1	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Green	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	0	0	0	0	0	0
	Blue	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1
	Cyan	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
	Magenta	1	1	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1
	Yellow	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0	0	0	0	0	0
	White	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Gray Scale Of Red	Red (0) / Dark	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Red (1)	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Red (2)	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:
	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:
	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:
	Red (1021)	1	1	1	1	1	1	1	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Red (1022)	1	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Red (1023)	1	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Gray Scale Of Green	Green (0) / Dark	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Green (1)	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0
	Green (2)	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0
	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:
	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:
	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:
	Green (1021)	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	0	1	0	0	0	0	0	0
	Green (1022)	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0
	Green (1023)	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0
Gray Scale Of Blue	Blue (0) / Dark	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Blue (1)	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
	Blue (2)	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0
	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:
	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:
	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:
	Blue (1021)	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	0
	Blue (1022)	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	0
	Blue (1023)	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1

Note (1) 0: Low Level Voltage, 1: High Level Voltage

6. INTERFACE TIMING

6.1 INPUT SIGNAL TIMING SPECIFICATIONS

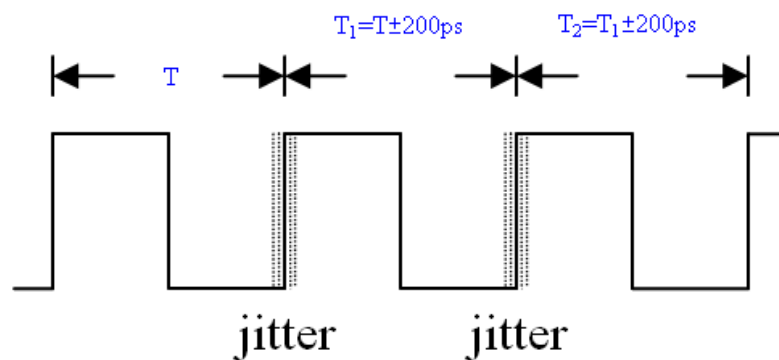
The input signal timing specifications are shown as the following table and timing diagram.

Signal	Item	Symbol	Min.	Typ.	Max.	Unit	Note
LVDS Receiver Clock	Frequency	$F_{\text{clk in}}$ (=1/TC)	60	74.25	78	MHz	
	Input cycle to cycle jitter	T_{rcl}	—	—	200	ps	(2)
	Spread spectrum modulation range	$F_{\text{clk in_mod}}$	$F_{\text{clk in}}-2\%$	—	$F_{\text{clk in}}+2\%$	MHz	(3)
	Spread spectrum modulation frequency	F_{SSM}	30		50	KHz	
LVDS Receiver Data	Setup Time	$T_{\text{lv su}}$	600	—	—	ps	
	Hold Time	$T_{\text{lv hd}}$	600	—	—	ps	
Vertical Active Display Term	Frame Rate	F_{r5}	47	50	53	Hz	
		F_{r6}	57	60	62	Hz	
	Total	T_{v}	1110	1125	1135	Th	$T_{\text{v}}=T_{\text{vd}}+T_{\text{vb}}$
	Display	T_{vd}	1080	1080	1080	Th	—
	Blank	T_{vb}	30	45	55	Th	—
Horizontal Active Display Term	Total	T_{h}	1050	1100	1150	Tc	$T_{\text{h}}=T_{\text{hd}}+T_{\text{hb}}$
	Display	T_{hd}	960	960	960	Tc	—
	Blank	T_{hb}	90	140	190	Tc	—

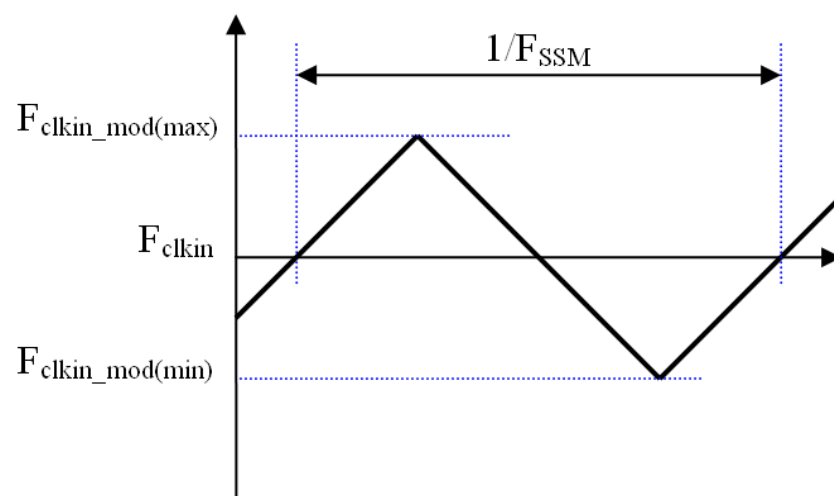
Note (1) Please make sure the range of frame rate has follow the below equation :

$$Fr(\text{max}) \geq F_{\text{clk in}} / T_{\text{v}} \times T_{\text{h}} \leq Fr(\text{min})$$

Note (2) The input clock cycle-to-cycle jitter is defined as below figures. $T_{\text{rcl}} = |T_1 - T_1|$

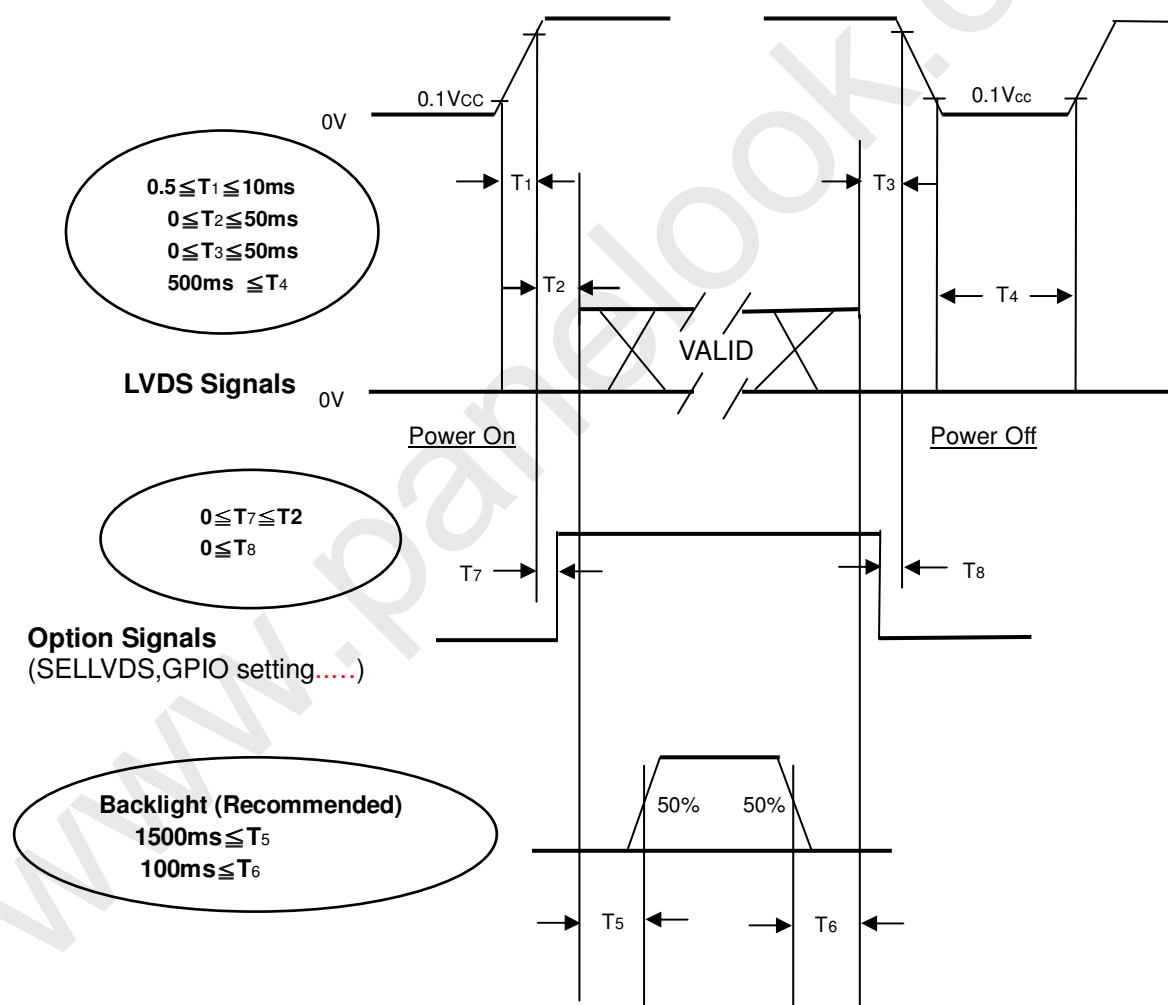


Note (3) The SSCG (Spread spectrum clock generator) is defined as below figures.



6.2 POWER ON/OFF SEQUENCE

To prevent a latch-up or DC operation of LCD module, the power on/off sequence should follow the diagram below.



Power ON/OFF Sequence

Note:

- (1) The supply voltage of the external system for the module input should follow the definition of Vcc.
- (2) Apply the lamp voltage within the LCD operation range. When the backlight turns on before the LCD operation or the LCD turns off before the backlight turns off, the display may momentarily become abnormal screen.
- (3) In case of VCC is in off level, please keep the level of input signals on the low or high impedance.
- (4) T4 should be measured after the module has been fully discharged between power off and on period.
- (5) Interface signal shall not be kept at high impedance when the power is on.

7. OPTICAL CHARACTERISTICS

7.1 TEST CONDITIONS

Item	Symbol	Value	Unit
Ambient Temperature	Ta	25±2	°C
Ambient Humidity	Ha	50±10	%RH
Supply Voltage	V _{CC}	12V	V
Input Signal	According to typical value in "3. ELECTRICAL CHARACTERISTICS"		
Lamp Current	I _L	5.0±0.5	mA
Oscillating Frequency (Inverter)	F _W	55±3	KHz
Vertical Frame Rate	Fr	120	Hz

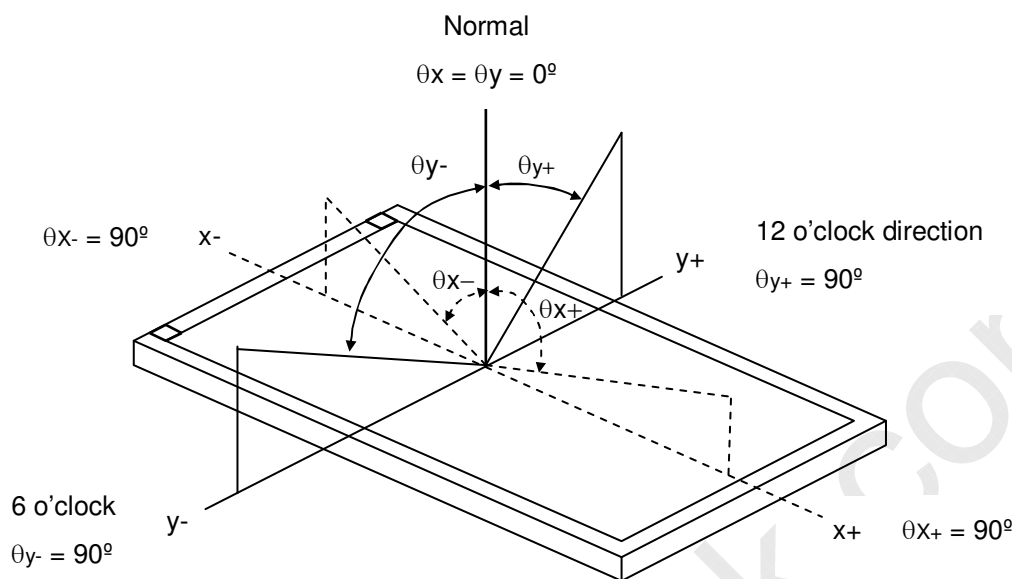
7.2 OPTICAL SPECIFICATIONS

The relative measurement methods of optical characteristics are shown in 7.2. The following items should be measured under the test conditions described in 7.1 and stable environment shown in Note (6).

Item		Symbol	Condition	Min.	Typ.	Max.	Unit	Note
Contrast Ratio		CR	$\theta_x=0^\circ, \theta_Y=0^\circ$ Viewing angle at normal direction	3000	4000	-	-	Note (2)
Response Time		Gray to gray		-	4.5	9	ms	Note (3)
Center Luminance of White		L _C		400	500	-	cd/ m ²	Note (4)
White Variation		δW		-	-	1.3	-	Note (7)
Cross Talk		CT		-	-	4	%	Note (5)
Color Chromaticity	Red	R _x		Typ.- 0.03	0.645	Typ.+ 0.03	-	Note (6)
		R _y			0.325		-	
	Green	G _x			0.292		-	
		G _y			0.601		-	
	Blue	B _x			0.149		-	
		B _y			0.052		-	
	White	W _x			0.280		-	
		W _y			0.290		-	
	Color Gamut					72	-	%
Viewing Angle	Horizontal	θ _{x+}	CR≥20	80	88	-	Deg.	Note (1)
		θ _{x-}		80	88	-		
	Vertical	θ _{y+}		80	88	-		
		θ _{y-}		80	88	-		

Note (1) Definition of Viewing Angle (θ_x , θ_y):

Viewing angles are measured by Autronic Conoscope Cono-80



Note (2) Definition of Contrast Ratio (CR):

The contrast ratio can be calculated by the following expression.

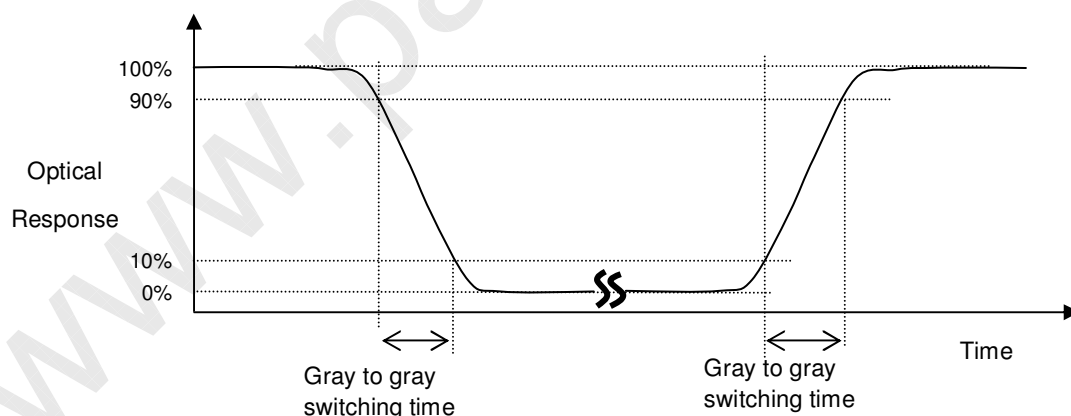
$$\text{Contrast Ratio (CR)} = L_{1023} / L_0$$

L1023: Luminance of gray level 1023

L 0: Luminance of gray level 0

CR = CR (5), where CR (X) is corresponding to the Contrast Ratio of the point X at the figure in Note (7)

Note (3) Definition of Gray to Gray Switching Time:



The driving signal means the signal of gray level 0, 127, 255, 383, 511, 639, 767, 895 and 1023.

Gray to gray average time means the average switching time of gray level 0, 127, 255, 383, 511, 639, 767, 895 and 1023 to each other.

Note (4) Definition of Luminance of White (L_C):

Measure the luminance of gray level 1023 at center point.

$L_C = L(5)$, where $L(x)$ is corresponding to the luminance of the point X at the figure in Note (7).

Note (5) Definition of Cross Talk (CT):

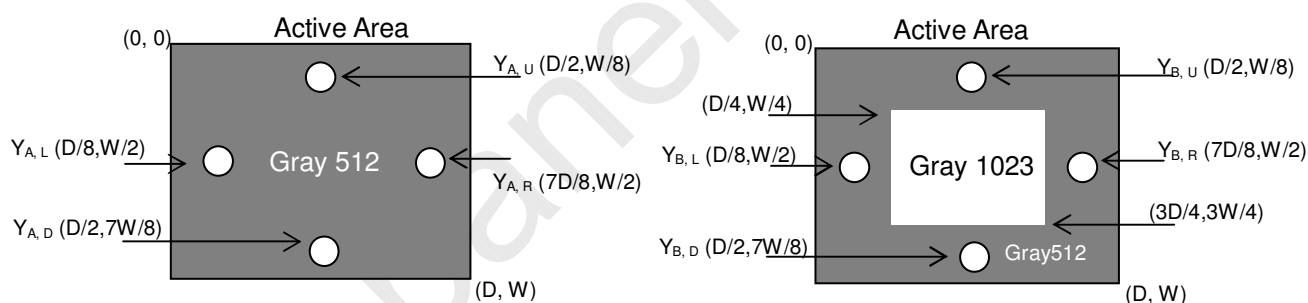
$$CT = |Y_B - Y_A| / Y_A \times 100 (\%)$$

Where:

(a)

Y_A = Luminance of measured location without gray level 512 pattern (cd/m^2)

Y_B = Luminance of measured location with gray level 512 pattern (cd/m^2)



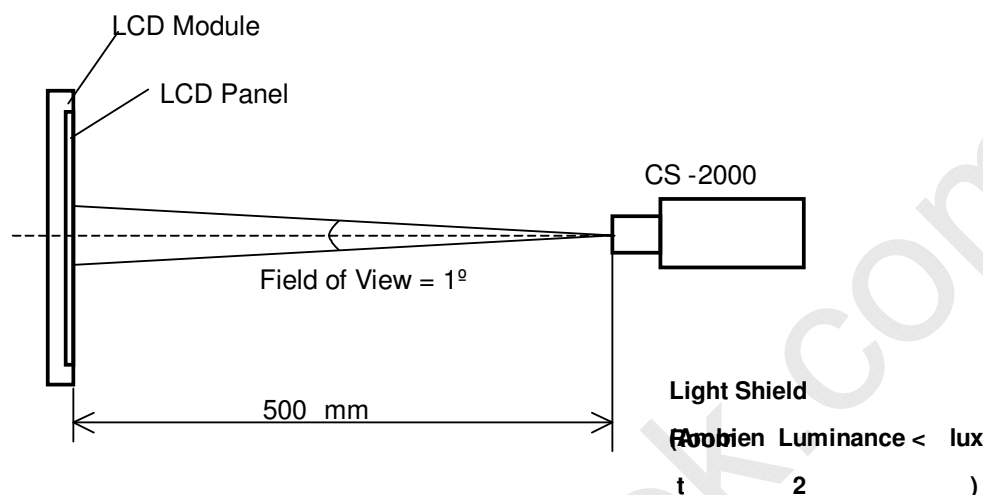
(b)

Y_A = Luminance of measured location without gray level 0 pattern (cd/m^2)

Y_B = Luminance of measured location with gray level 0 pattern (cd/m^2)

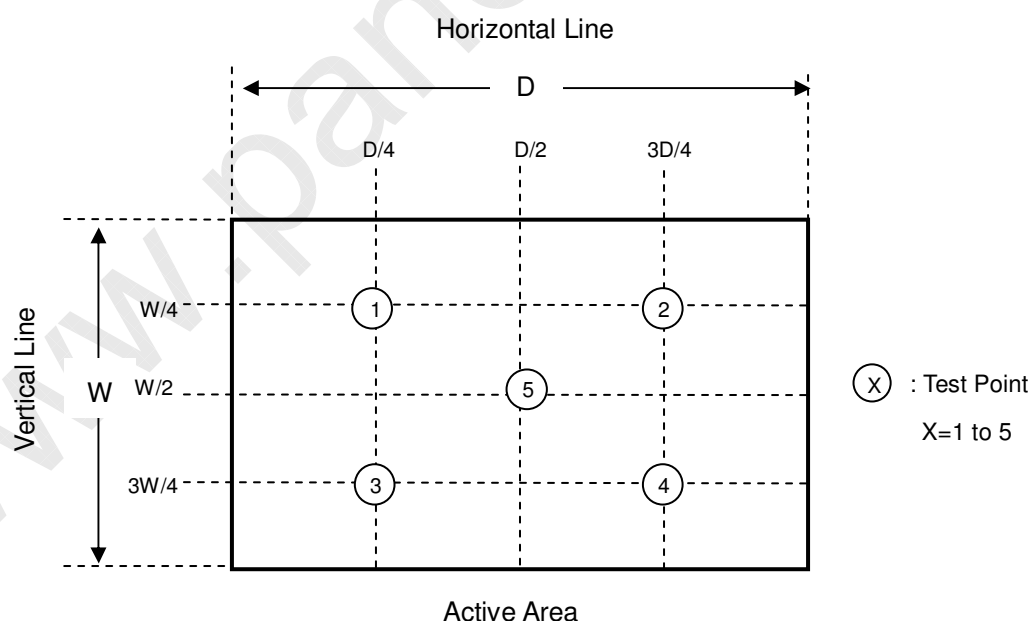
Note (6) Measurement Setup:

The LCD module should be stabilized at given temperature for 1 hour to avoid abrupt temperature change during measuring. In order to stabilize the luminance, the measurement should be executed after lighting backlight for 1 hour in a windless room.


Note (7) Definition of White Variation (δW):

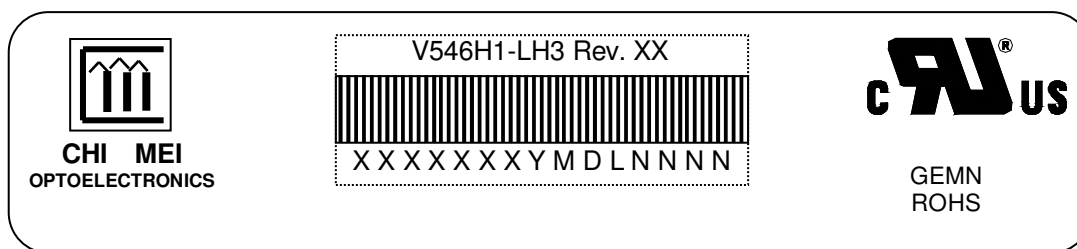
Measure the luminance of gray level 1023 at 5 points

$$\delta W = \text{Maximum} [L(1), L(2), L(3), L(4), L(5)] / \text{Minimum} [L(1), L(2), L(3), L(4), L(5)]$$



8. DEFINITION OF LABELS**8.1 CMI MODULE LABEL**

The barcode nameplate is pasted on each module as illustration, and its definitions are as following explanation.



- (a) Model Name: V546H1-LH3
(b) Revision: Rev. XX, for example: A0, A1... B1, B2... or C1, C2...etc.
(c) CMI barcode definition:

Serial ID: XX-XX-X-XX-YMD-L-NNNN

Code	Meaning	Description
XX	CMI internal use	-
XX	Revision	Cover all the change
X-XX	CMI internal use	-
YMD	Year, month, day	Year: 2001=1, 2002=2, 2003=3, 2004=4....2010=0,2011=1,2012=2.... Month: Jan. ~ Dec.=1, 2, 3, ~, 9, A, B, C Day: 1 st to 31 st =1, 2, 3, ~, 9, A, B, C, ~, W, X, Y, exclude I, O, and U
L	Product line #	Line 1=1, Line 2=2, Line 3=3, ...
NNNN	Serial number	Manufacturing sequence of product

9. PACKING

9.1 PACKING SPECIFICATIONS TYPE I

- (1) 2 LCD TV modules / 1 Box
- (2) Box dimensions: 1334(L) X 284 (W) X 856 (H)
- (3) Weight: approximately 46 Kg (2 modules per box)

9.2 PACKING METHOD TYPE I

Figures 9-1 and 9-2 are the packing method

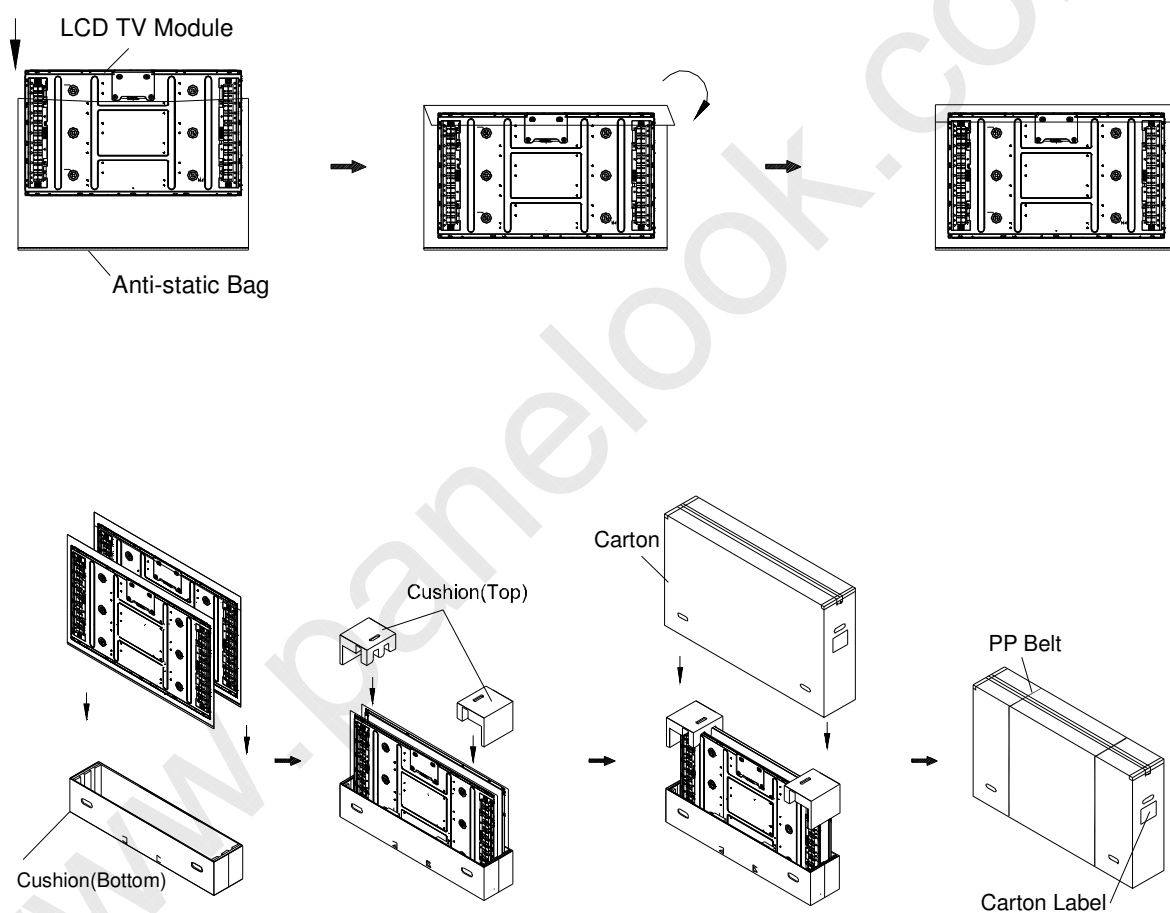


Figure.9-1 packing method

Sea & Land Transportation
Gross : 383Kg

Air Transportation
Gross : 199Kg

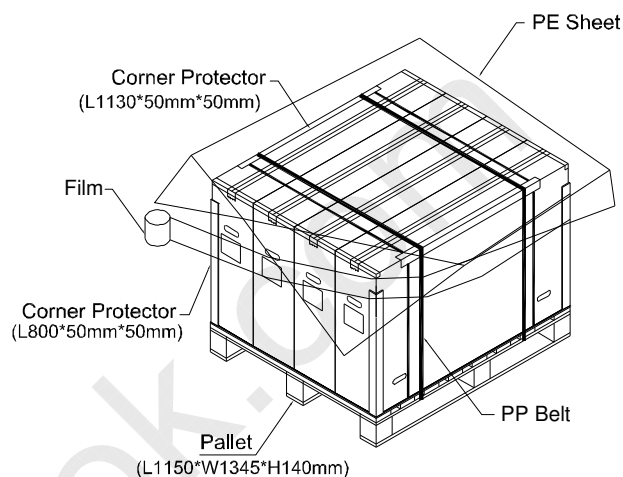
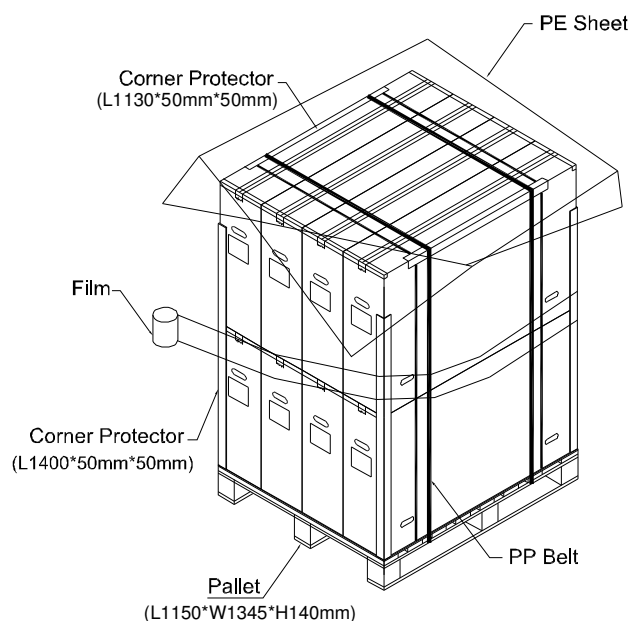


Figure. 9-2 Packing method

9.3 PACKING SPECIFICATIONS TYPE II

- (4) 13 LCD TV modules / 1 Pallet
- (5) Package dimensions: 1370(L) X 1150 (W) X 974 (H)
- (6) Weight: approximately 300 Kg (13 modules per pallet)

9.4 PACKING METHOD TYPE II

Figures 9-3 and 9-4 are the packing method

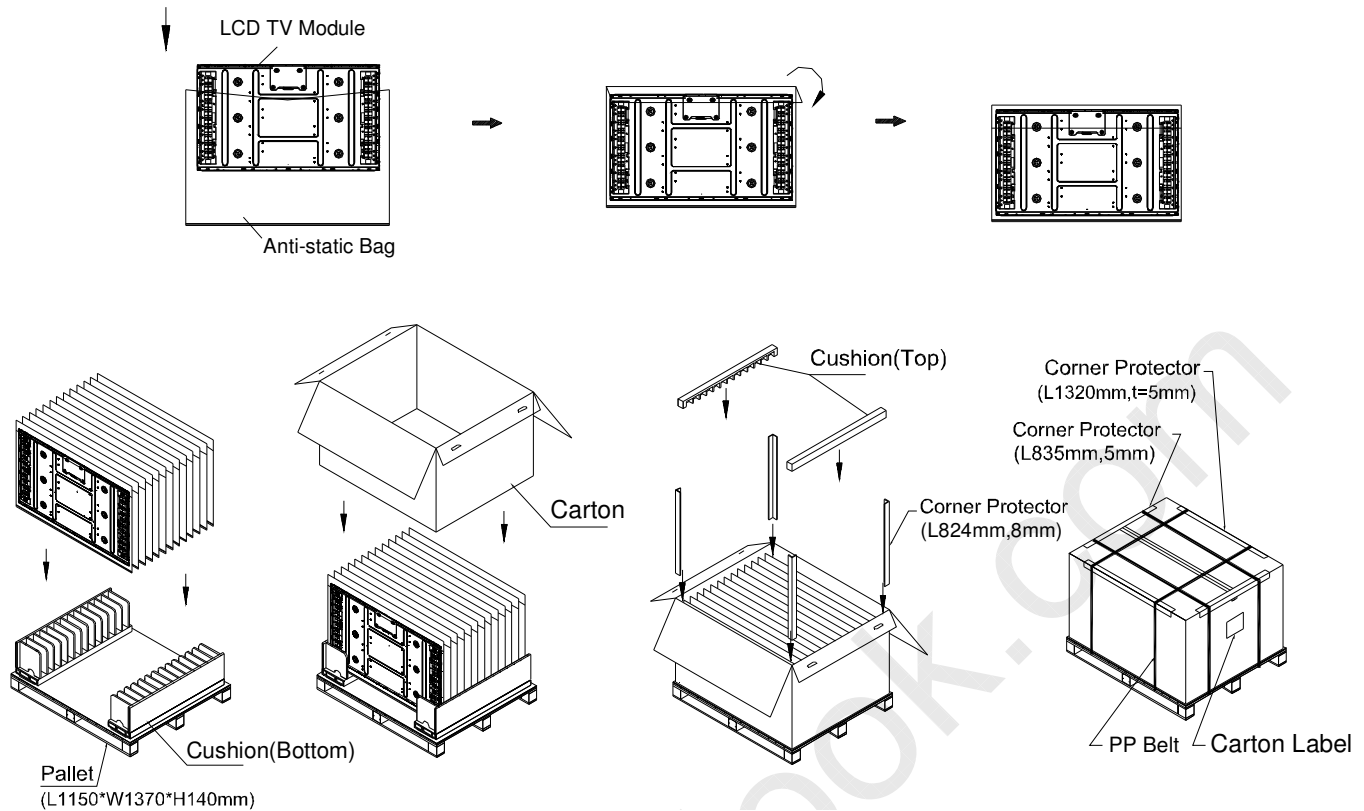
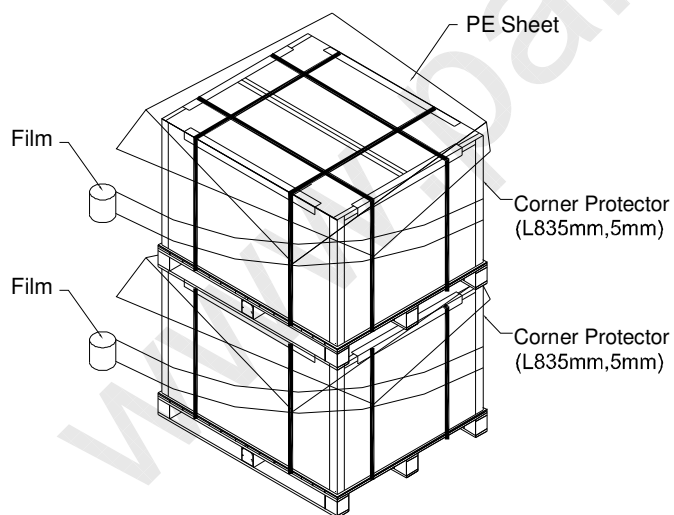


Figure. 9-3 Packing method

Sea & Land Transportation



Air Transportation

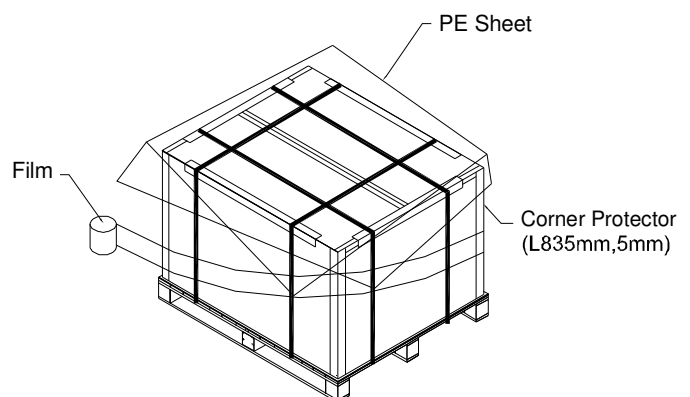


Figure. 9-4 Packing method

**10. PRECAUTIONS****10.1 ASSEMBLY AND HANDLING PRECAUTIONS**

- (1) Do not apply rough force such as bending or twisting to the module during assembly.
- (2) It is recommended to assemble or to install a module into the user's system in clean working areas. The dust and oil may cause electrical short or worsen the polarizer.
- (3) Do not apply pressure or impulse to the module to prevent the damage of LCD panel and backlight.
- (4) Always follow the correct power-on sequence when the LCD module is turned on. This can prevent the damage and latch-up of the CMOS LSI chips.
- (5) Do not plug in or pull out the I/F connector while the module is in operation.
- (6) Do not disassemble the module.
- (7) Use a soft dry cloth without chemicals for cleaning, because the surface of polarizer is very soft and easily scratched.
- (8) Moisture can easily penetrate into LCD module and may cause the damage during operation.
- (9) High temperature or humidity may deteriorate the performance of LCD module. Please store LCD modules in the specified storage conditions.
- (10) When ambient temperature is lower than 10°C, the display quality might be reduced. For example, the response time will become slow, and the starting voltage of CCFL will be higher than that of room temperature.

10.2 SAFETY PRECAUTIONS

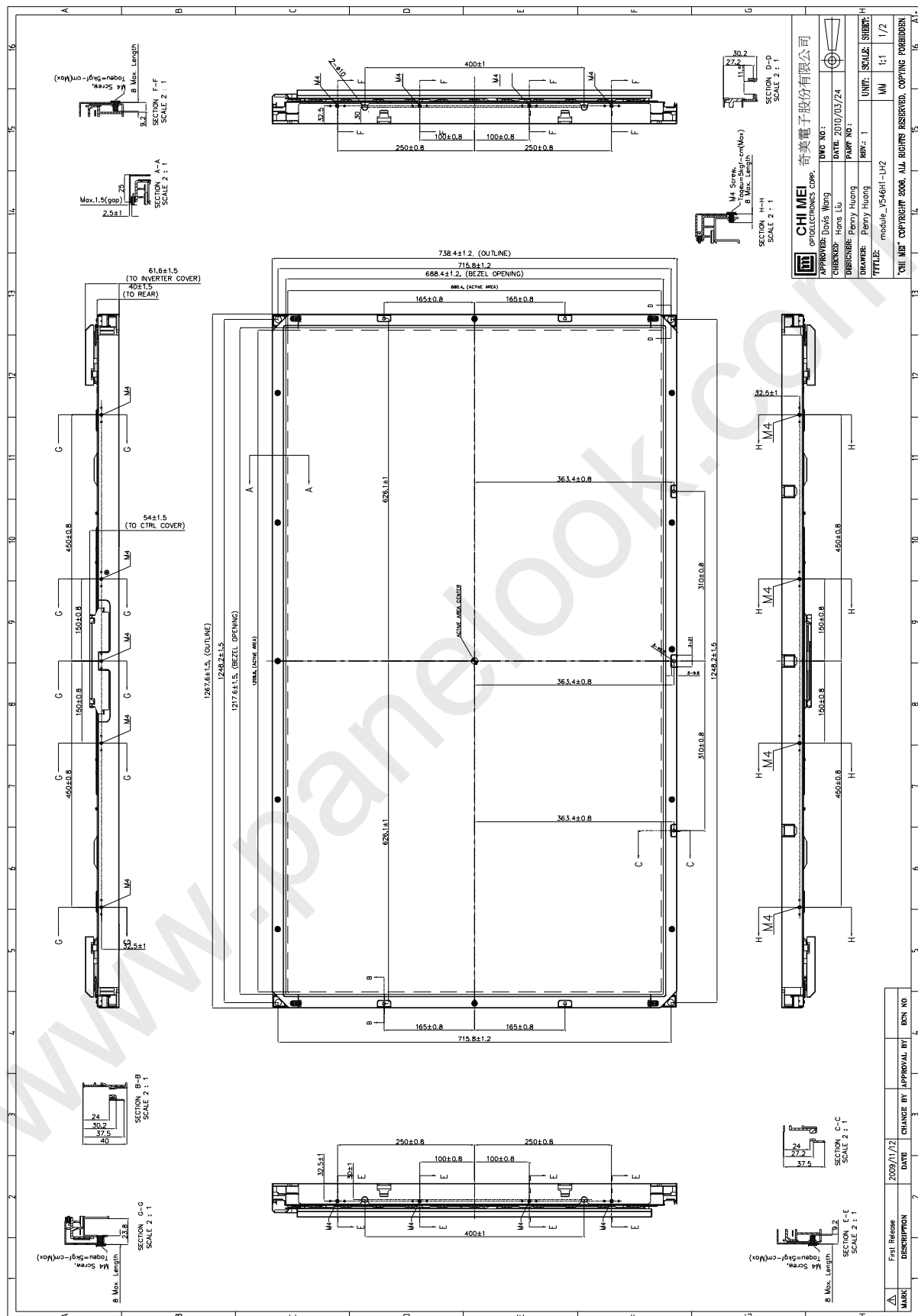
- (1) The startup voltage of a backlight is over 1000 Volts. It may cause an electrical shock while assembling with the inverter. Do not disassemble the module or insert anything into the backlight unit.
- (2) If the liquid crystal material leaks from the panel, it should be kept away from the eyes or mouth. In case of contact with hands, skin or clothes, it has to be washed away thoroughly with soap.
- (3) After the module's end of life, it is not harmful in case of normal operation and storage.

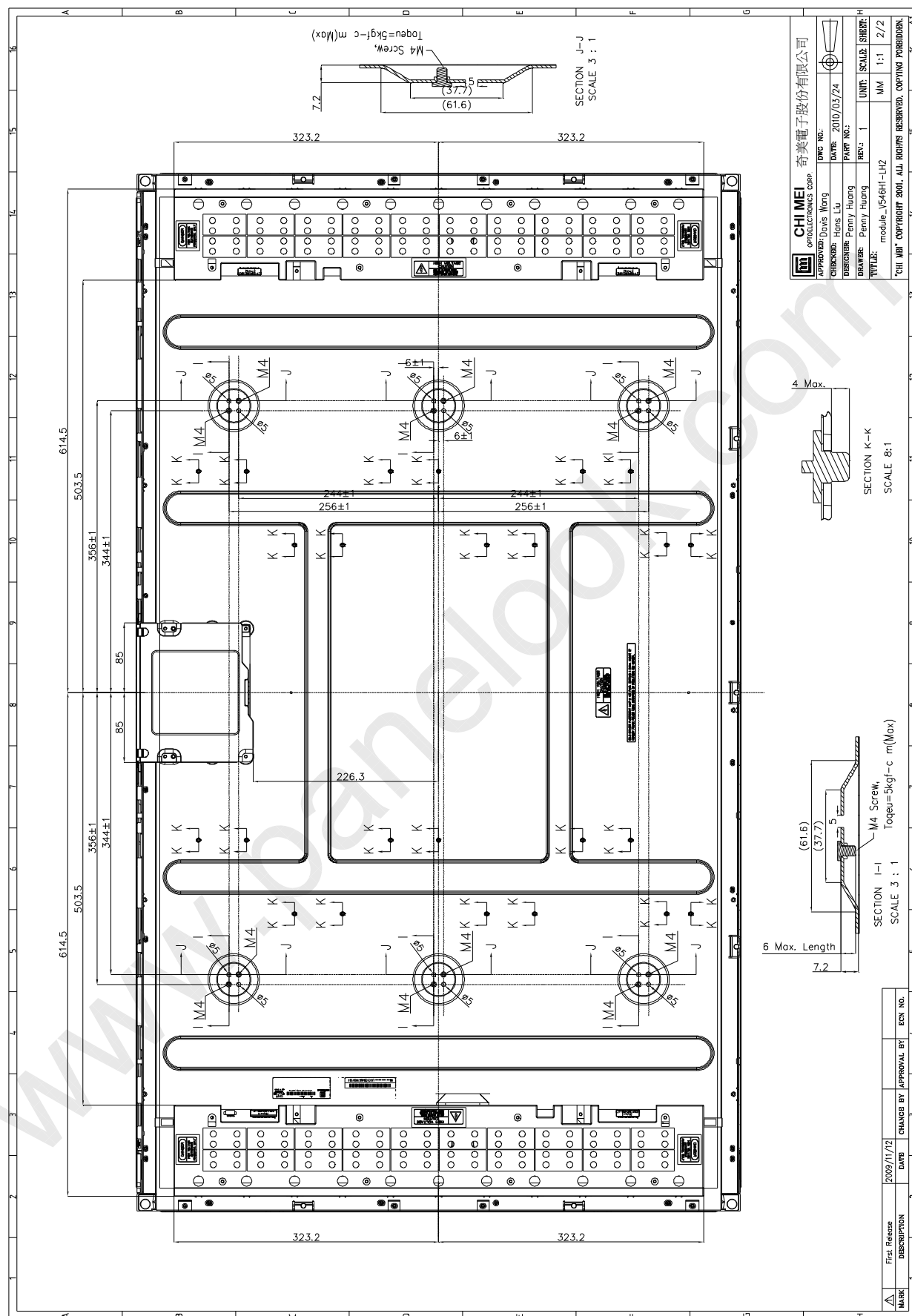
10.3 SAFETY STANDARDS

The LCD module should be certified with safety regulations as follows:

Regulatory	Item	Standard
Information Technology equipment	UL	UL 60950-1:2007
	cUL	CSA C22.2 No. 60950-1-07:2007
	CB	IEC 60950 -1:2005 / EN60905-1: 2006
Audio/Video Apparatus	UL	UL 60065: 2007
	cUL	CAN/CSA C22.2 No.60065-03
	CB	IEC 60065:2001/ EN 60065:2002

If the module displays the same pattern for a long period of time, the phenomenon of image sticking may be occurred.

11. MECHANICAL CHARACTERISTIC




Appendix – TWO Wire BUS INTRODUCTION
A.1 PIN ASSIGNMENT

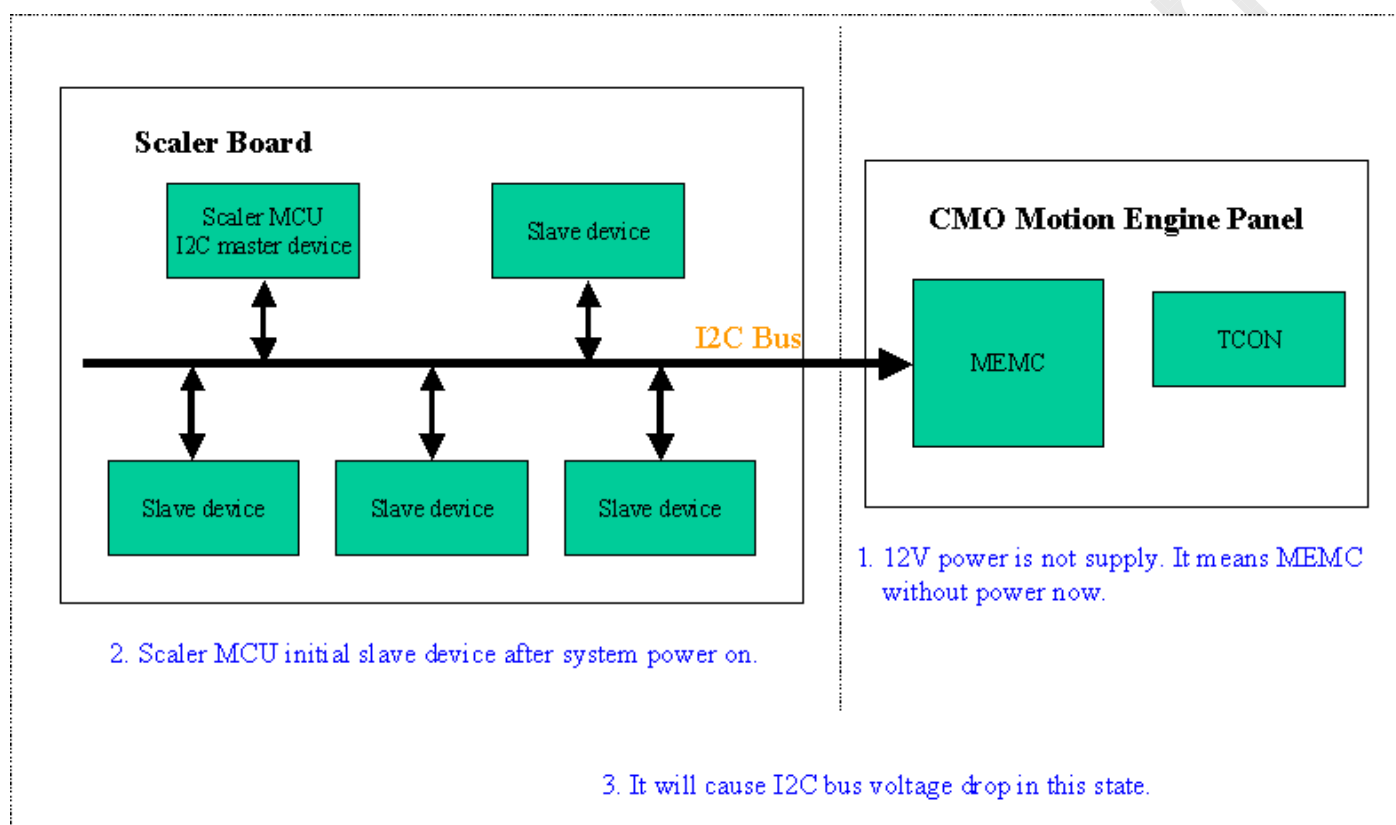
51pins LVDS connector

Pin8: SCL

Pin9: SDA

A.2 I2C BUS APPLICATION NOTE

I2C bus: (The I2C bus must for MEMC only or prevent the I2C bus voltage drop down in initial state)


A.3 TWO WIRE BUS DEVICE ADDRESS

Two wire device address: default is 0x40, 1 byte

Two wire command: the range is 0x00 to 0xFF, 1 byte, see the two wire command table.

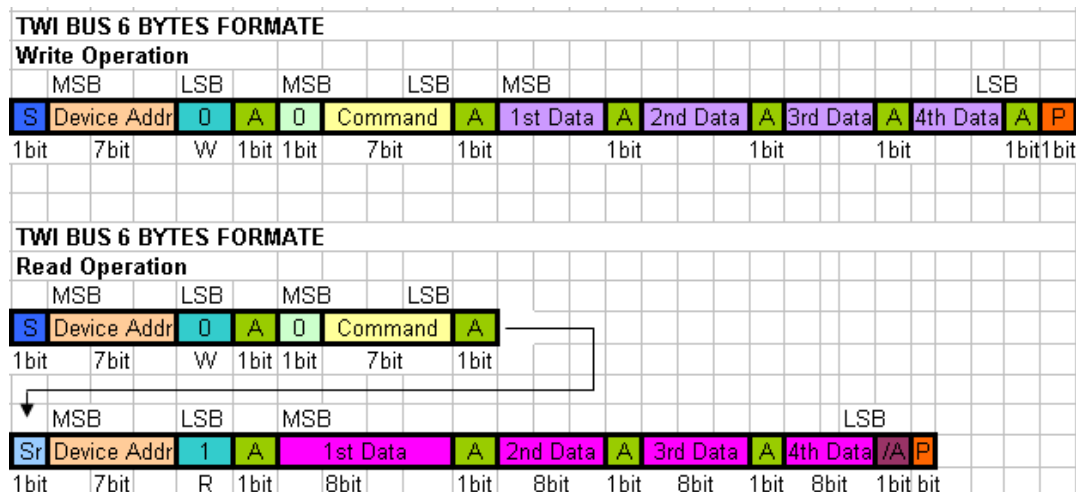
Two wire bus format:

Device Address : 0x40 default								Command							
D7	D6	D5	D4	D3	D2	D1	D0	D7	D6	D5	D4	D3	D2	D1	D0
0	1	0	0	0	0	0	W/R	L	x	x	x	x	x	x	x
W/R write : 0; Read : 1															
L 1 : 1Byte Data Length; 0: 4Byte Data Length															
S TWI-Bus Start condition from master															
Sr TWI-Bus Start condition from master															
A TWI-Bus Acknowledge bit from master															
/A TWI-Bus Not Acknowledge bit from slave															
P TWI-Bus Stop condition from master															
Data TWI Bus Data from master															
Data TWI Bus Data from slave															

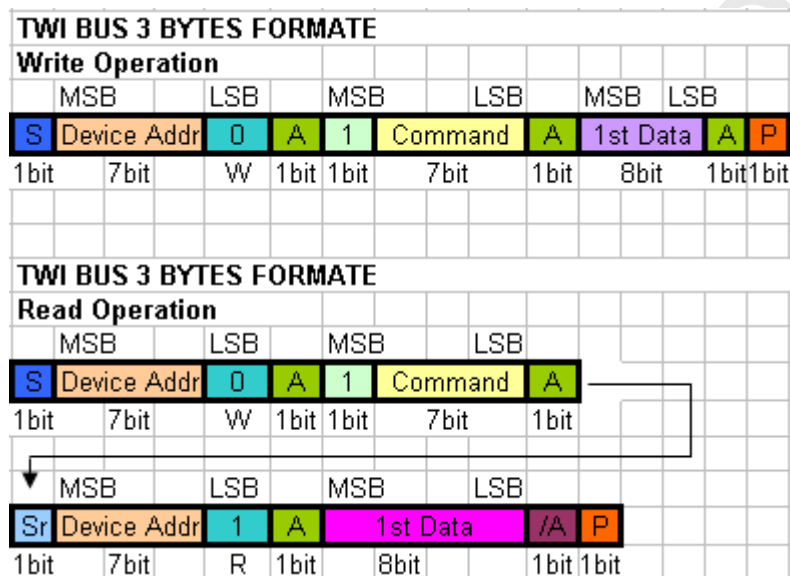
A.4 TWO WAY TO CONTROL THE TWO WIRE BUS

There are two options to control the two wires bus command.

Two wire bus 6 bytes format



Two wire bus 3 bytes format



Note:

A transmission basically consists of a START condition, a SLA+R/W, one or more data packets and a STOP condition. An empty message, consisting of a START followed by a STOP condition, is illegal. Note that the wired-ANDING of the SCL line can be used to implement handshaking between the master and the slave. The slave can extend the SCL low period by pulling the SCL line low. This is useful if the clock speed set up by the master is too fast for the slave, or the slave needs extra time for processing between the data transmissions. The slave extending the SCL low period will not affect the SCL high period, which is determined by the master. As a consequence, the slave can reduce the TWI data transfer speed by prolonging the SCL duty cycle.

**A.5 TWO WIRE BUS COMMAND TABLE**

There is two wire bus command table.

Command Name		Access Mode	Description
All OSD Protection	0x00	R/W	All OSD Protection
OSD1_Start_Protection	0x01	R/W	OSD1_Start_Protection
OSD2_Start_Protection	0x02	R/W	OSD2_Start_Protection
OSD3_Start_Protection	0x03	R/W	OSD3_Start_Protection
OSD4_Start_Protection	0x04	R/W	OSD4_Start_Protection
OSD1_End_Protection	0x05	R/W	OSD1_End_Protection
OSD2_End_Protection	0x06	R/W	OSD2_End_Protection
OSD3_End_Protection	0x07	R/W	OSD3_End_Protection
OSD4_End_Protection	0x08	R/W	OSD4_End_Protection
Demo Window	0x09	R/W	Demo Window
MEMC Level	0x0A	R/W	MEMC Level
GV Mode	0x0B	R/W	GV Mode
Blanking	0x0C	R/W	Blanking
RPF	0x0D	R/W	RPF

(x1, y1)

OSD protection is rectangle. Please locate the position as below,

(x1-Left, y1-Top) (x2-Right, y2-Bottom)

Motion engine is not active in this blue area.

(x2, y2)

Enable All OSD Protection

AllOSD Protection : 0x00																			
4 Bytes Data Length																			
1st BYTE DATA	D31	D30	D29	D28	D27	D26	D25	D24	D31~D28				Unused						
	Unused				OSDx				D27				OSD4 flag 1 : On ; 0 : Off						
2nd BYTE DATA	D23	D22	D21	D20	D19	D18	D17	D16	D26				OSD3 flag 1 : On ; 0 : Off						
	Unused								D25				OSD2 flag 1 : On ; 0 : Off						
3rd BYTE DATA	D15	D14	D13	D12	D11	D10	D9	D8	D24				OSD1 flag 1 : On ; 0 : Off						
	Unused								D23~D0				Unused						
4th BYTE DATA	D7	D6	D5	D4	D3	D2	D1	D0											
	Unused																		
AllOSD Protection : 0x80																			
1 Byte Data Length																			
1st BYTE DATA	D7	D6	D5	D4	D3	D2	D1	D0	D7~D4				Unused						
	Unused				OSDx				D3				OSD4 flag 1 : On ; 0 : Off						
									D2				OSD3 flag 1 : On ; 0 : Off						
									D1				OSD2 flag 1 : On ; 0 : Off						
									D0				OSD1 flag 1 : On ; 0 : Off						

OSD # 1~4 Start Protection

OSD1_Start_Protection : 0x01																
OSD2_Start_Protection : 0x02																
OSD3_Start_Protection : 0x03																
OSD4_Start_Protection : 0x04																
4 Bytes Data Length																
1st BYTE DATA	D31	D30	D29	D28	D27	D26	D25	D24	D31	OSDx flag 1 : On ; 0 : Off						
	Unused								D30~D27	Unused						
2nd BYTE DATA	D23	D22	D21	D20	D19	D18	D17	D16	D26~D16	OSDx Left position						
	OSD Left								D15~D11	Unused						
3rd BYTE DATA	D15	D14	D13	D12	D11	D10	D9	D8	D10~D0	OSDx Top position						
4th BYTE DATA	D7	D6	D5	D4	D3	D2	D1	D0								
	OSDx Top															
									Left position Max : 1919							
									Top position Max : 1079							

Demo Window

Demo Window : 0x09																			
4 Bytes Data Length																			
1st BYTE DATA	D31	D30	D29	D28	D27	D26	D25	D24	D31~D25		Unused								
	Unused								D24	Demo Window 1 : On ; 0 : Off									
2nd BYTE DATA	D23	D22	D21	D20	D19	D18	D17	D16	D23~D0		Unused								
	Unused																		
3rd BYTE DATA	D15	D14	D13	D12	D11	D10	D9										D8		
	Unused																		
4th BYTE DATA	D7	D6	D5	D4	D3	D2	D1										D0		
	Unused																		
Demo Window : 0x89																			
1 Byte Data Length																			
1st BYTE DATA	D7	D6	D5	D4	D3	D2	D1	D0	D7~D1		Unused								
	Unused								D0	Demo Window 1 : On ; 0 : Off									

MEMC Level

ME Level : 0x0A													
4 Bytes Data Length													
1st BYTE DATA	D31	D30	D29	D28	D27	D26	D25	D24	D31~D29		Unused		
	Unused				ME Level				D28~24		ME Level 0~F		
2nd BYTE DATA	D23	D22	D21	D20	D19	D18	D17	D16			0 : Off 3 : Weak 8 : Normal D : Strong		
	Unused												
3rd BYTE DATA	D15	D14	D13	D12	D11	D10	D9	D8					
	Unused												
4th BYTE DATA	D7	D6	D5	D4	D3	D2	D1	D0					
	Unused												
								D23~D0		Unused			
ME Level : 0x8A													
1 Byte Data Length													
1st BYTE DATA	D7	D6	D5	D4	D3	D2	D1	D0	D7~D4		Unused		
	Unused				ME Level				D3~D0		ME Level 0~F		
											0 : Off 3 : Weak 8 : Normal D : Strong		

GV Mode

GV Mode : 0x0B																			
4 Bytes Data Length																			
1st BYTE DATA	D31	D30	D29	D28	D27	D26	D25	D24	D31~D25		Unused								
	Unused								D24	1 : Graphic ; 0 : Video									
2nd BYTE DATA	D23	D22	D21	D20	D19	D18	D17	D16	D23~D0		Unused								
	Unused																		
3rd BYTE DATA	D15	D14	D13	D12	D11	D10	D9										D8		
	Unused																		
4th BYTE DATA	D7	D6	D5	D4	D3	D2	D1										D0		
	Unused																		
GV Mode : 0x8B																			
1 Byte Data Length																			
1st BYTE DATA	D7	D6	D5	D4	D3	D2	D1	D0	D7~D1		Unused								
	Unused								D0	1 : Graphic ; 0 : Video									

Blanking (Enable/Disable)

Blanking : 0x0C																
4 Bytes Data Length																
1st BYTE DATA	D31	D30	D29	D28	D27	D26	D25	D24	D31~D26		Unused					
	Unused								D24		Blanking; 1 : On ; 0 : Off					
2nd BYTE DATA	D23	D22	D21	D20	D19	D18	D17	D16	D23~D0		Unused					
	Unused							When the input signal is unstable, the screen should be blanked.								
3rd BYTE DATA	D15	D14	D13	D12	D11	D10	D9									D8
	Unused															
4th BYTE DATA	D7	D6	D5	D4	D3	D2	D1									D0
	Unused															
Blanking : 0x8C																
1 Byte Data Length																
1st BYTE DATA	D7	D6	D5	D4	D3	D2	D1	D0	D7~D1		Unused					
	Unused								D0		Blanking; 1 : On ; 0 : Off					

Rotation Panel Function

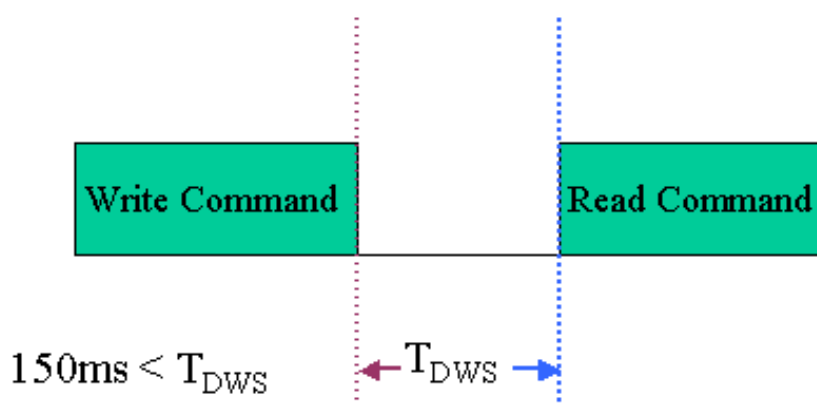
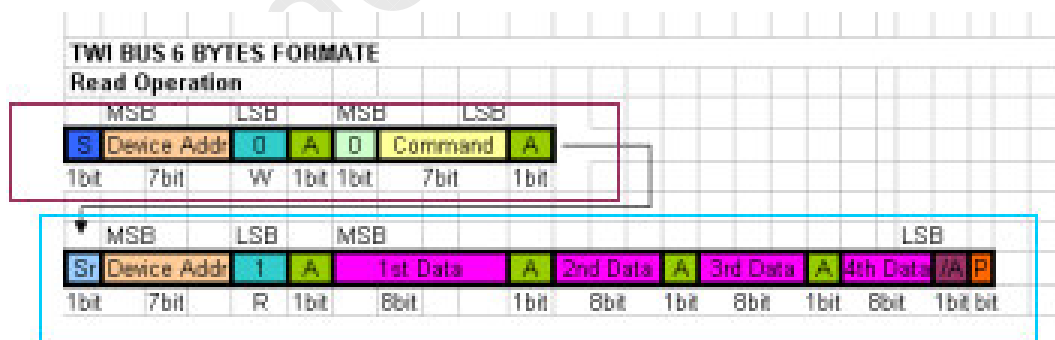
RPF : 0x0D															
4 Bytes Data Length															
1st BYTE DATA	D31	D30	D29	D28	D27	D26	D25	D24	D31~D26	Unused					
	Unused							D24	Rotation; 1 : 180°; 0 : 0°						
2nd BYTE DATA	D23	D22	D21	D20	D19	D18	D17	D16	D23~D0	Unused					
	Unused							0: Normal display ↓ 1: Rotation display↻							
3rd BYTE DATA	D15	D14	D13	D12	D11	D10	D9		D8						
	Unused														
4th BYTE DATA	D7	D6	D5	D4	D3	D2	D1		D0						
	Unused														
RPF : 0x8D															
1 Byte Data Length															
1st BYTE DATA	D7	D6	D5	D4	D3	D2	D1	D0	D7~D1	Unused					
	Unused							D0	Rotation; 1 : 180°; 0 : 0°						

A.6 TWO WIRE BUS REQUIREMENT

Symbol	Parameter	Condition	Min	Max	Unit
V_L	Input Low-voltage		0	0.7	V
V_H	Input High-voltage		2.7	3.3	V
t_r	Rise Time for both SDA and SCL		$20 + 0.1C_b$	300	ns
t_{df}	Output Fall Time from V_{IHmin} to V_{ILmax}	$10\text{ pF} < C_b < 400\text{ pF}$	$20 + 0.1C_b$	250	ns
I_i	Input Current each I/O Pin	$0.1V_{CC} < V_i < 0.9V_{CC}$	-10	10	μA
C_i	Capacitance for each I/O Pin		NA	10	pF
f_{SCL}	SCL Clock Frequency		4	50	KHz
R_p	Value of Pull-up resistor	$f_{SCL} \leq 50\text{KHz}$	3000	$1000\text{ns}/C_b$	Ω
t_{HDSTA}	Hold Time (repeated) STAR Condition	$f_{SCL} \leq 50\text{KHz}$	4	NA	μs
t_{LOW}	Low Period of the SCL Clock	$f_{SCL} \leq 50\text{KHz}$	4.7	NA	μs
t_{HIGH}	High Period of the SCL Clock	$f_{SCL} \leq 50\text{KHz}$	4	NA	μs
t_{SUSTA}	Set-up time for a repeated STAR Condition	$f_{SCL} \leq 50\text{KHz}$	4.7	NA	μs
t_{HDDAT}	Data hold time	$f_{SCL} \leq 50\text{KHz}$	0	3.45	μs
t_{SDAT}	Data setup time	$f_{SCL} \leq 50\text{KHz}$	250	NA	ns
t_{SUSTO}	Setup time for STOP Condition	$f_{SCL} \leq 50\text{KHz}$	4	NA	μs
t_{QLF}	Bus free time between a STOP and START Condition	$f_{SCL} \leq 50\text{KHz}$	4.7	NA	μs

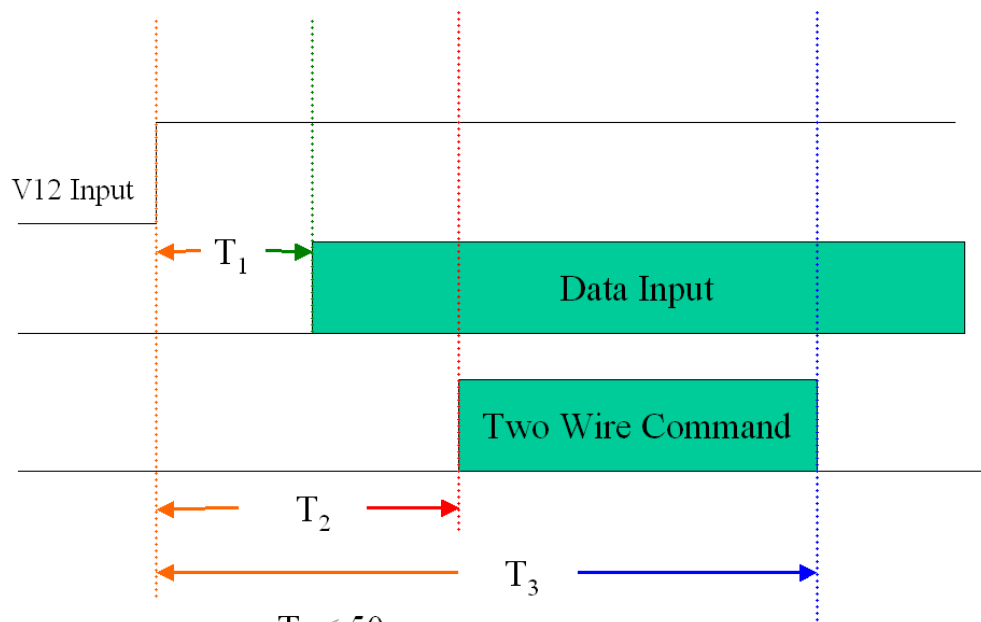
Write Command

Read Command



A.7 THE TWO WIRE BUS SEQUENCE

I. Initial state



$$T_1 < 50\text{ms}$$

MEMC Initial state (Recommended):

$$600\text{ms} < T_2$$

$$T_3 < 1200\text{ms}$$

II. Stable state

